



"Root Beer Guy" 1014-153 Network Pitch Board

ate 04/10/13

Board Team Final
Network Approval Board 04/10/13
Record Board
Animatic Scan Board
Conformed Board
Design Board
Final Board

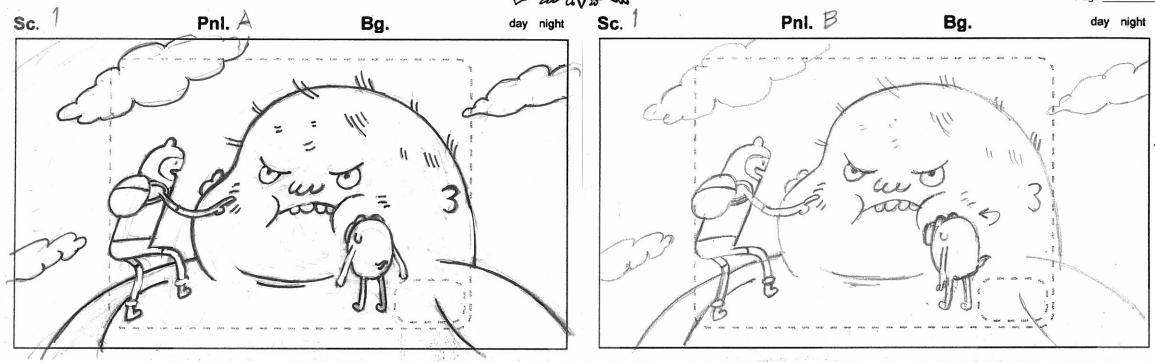
Adventure Time Created by Pendleton Ward

Storyboard by Graham Falk

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001



EPISODE#

Dialog: FINN: TOCKLE, TICKLE!

Action:

[MORNING, ABOUT 8/9 AM]

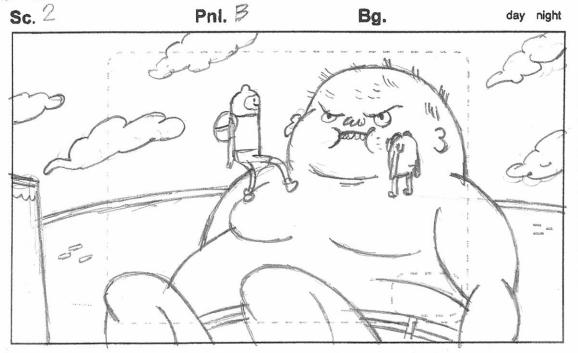
- FINN TICKLES OGRES CHECK,

Timing:



Page 002

Sc. 2 Pnl. A Bg. day night



Dialog:

Action:

[H. U. POSE TO PREVIOUS SCENE]

[FINN SETTLES BACK.]

Timing:

Production:

EPISODE#



Page 003

Sc. 2 Pnl. D Pnl. C Bg. Bg. day night M 5 0 EPISODE# Dialog: JAKE = WINKY-WINKY-WEE!

OGRE SHAKES HEAD

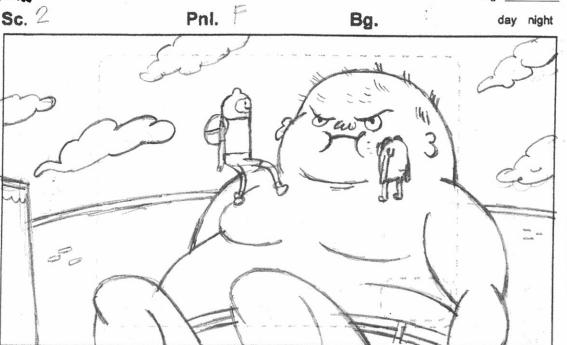
Timing:

Action:



004

Sc. 2 Pnl. E Bg. day night



Dialog:

Action:

Timing:

Production:

EPISODE#



Sc. 3 Pnl. A Bg.

Pnl. 3

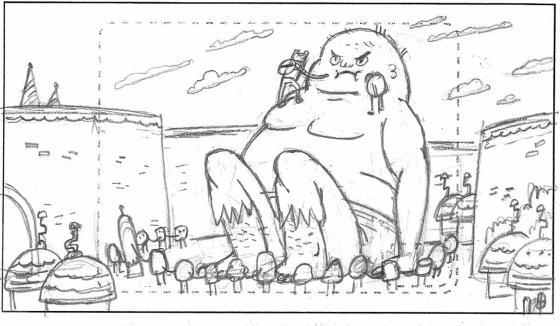
Bg.

day night

M 5

0

EPISODE#



Dialog:

FINN: PEE-PEE-PEE-PEE!

Action:

[H.U. POSE FROM PREVIOUS SCENE.]

- CANDY PEOPLE ARE GATHERED AT OGRES FEET

Timing:



Page 006

4			-autoV	22-100			Page	
Sc. 4	Pnl. A	Bg.	day night	Sc. 4	Pnl. B	Bg.	day night	
Dialog: CAND	Y PEOPLE: [WOR	RIED MURMUF	RING]			STAD		2005 EPISODE# 1011-153
Action:				[DRIF	T OUT]			
Timing:								Production:



Page 007

Sc. 5 Pnl. A Bg. day night

Sc. 9

Pnl. B

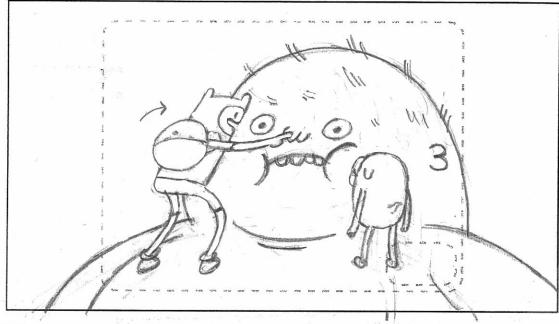
Bg.

day night

53

0

EPISODE#



Dialog:

FINN: DINGO YINGO YANGO 400-40000, 400-40000...

Action:

[START POSE]

FINN TICKLES OGRE'S NOSE.

Timing:



008

M

EPISODE#

Sc. 5 Pnl. 6 Bg. day night S

Sc. Pnl. Bg. day night

Dialog:

OGRE: [STIFLED LAUGHTER]

Action:

Timing:



Sc. 5

Pnl.

Bg.

day night

Sc. 5

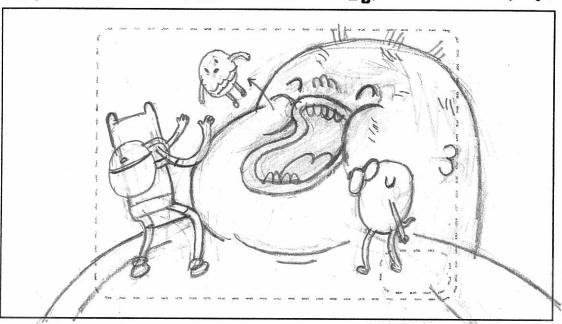
Pnl.

Bg.

day night

M 5

EPISODE#



Dialog:

OGRE: HA-HA-HA!

Action:

- OGRE LAUGHS AND SPITS OUT CANDY PERSON.

- FINN CATCHES CANDY PERSON.

Timing:



Sc. 5 Pnl. \mathcal{G} Bg. day night

Pnl. A Sc. 6 Bg. day night

Dialog:

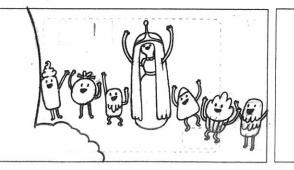
OGRE: HA! HA!

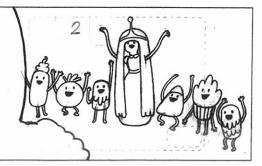
Action: - OGRE SPITS OUT MORE CANDY PEOPLE

FALLS ON/S

Timing:

- P.B. AND CANDY PEOPLE CHEER P.B.: CANDY PEOPLE: YAYY!





EPISODE#



Sc. 7 Pnl. A Bg.

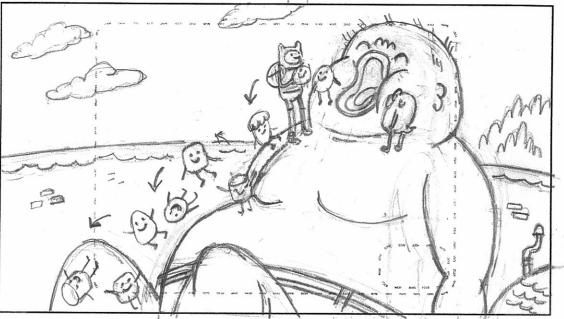
Pnl. B

Bg.

day night

M

EPISODE#



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Dia	luq.	

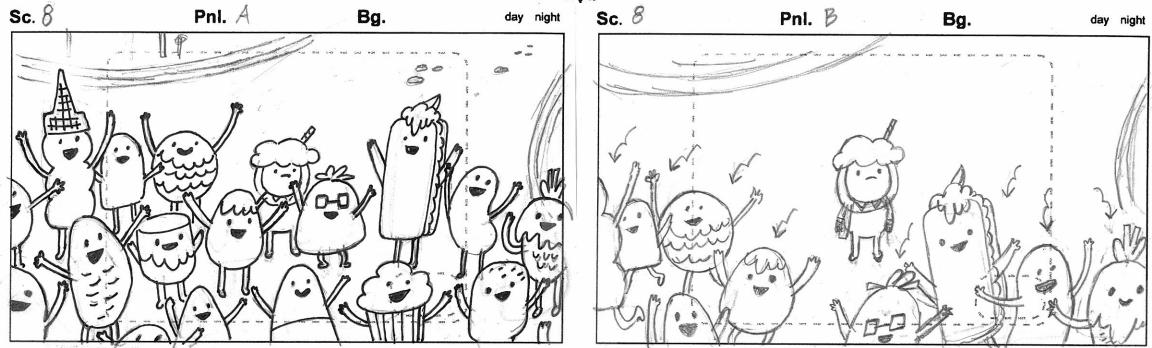
OGRE: HA HA HA HA HA HA

Action:

Timing:

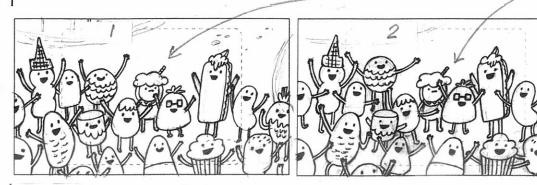


Page 0 | 2









- Action: -
- CANDY PEOPLE CHEER.
 - ROOT BEER GUY STANDS STILL.



0/3

53

EPISODE#

Sc. 8 Pni. C Bg. day night

Sc. 8 Pnl. D Bg. day night

Dialog:

ROOT BEER GUY: WOW, THAT WAS
REALLY SOMETHING!

Action:

- EXEUNT CANDY PEOPLE

OVER HIS
RIGHT

Timing:



Page 014

day night

Sc. 9 Pnl. E Bg. day night

Sc. 9 Pnl. A Bg.

EPISODE#

M

Dialog:

Action: - ROOT BEER GUY WALKS OFF/S.

-ROOT BEER GUY WALKS DOWN SIDEWALK.

Timing:

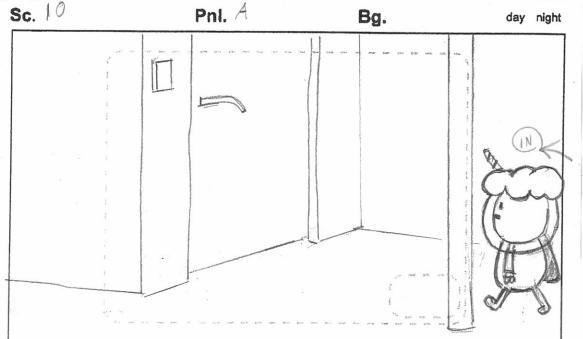


015

M

EPISODE#

Sc. 9 Pnl. B Bg. day night



Dialog:

Action:

- ROOT BEER GUY APPROACHES OFFICE.

- ROOT BEER GUY WALKS ON'S

Timing:



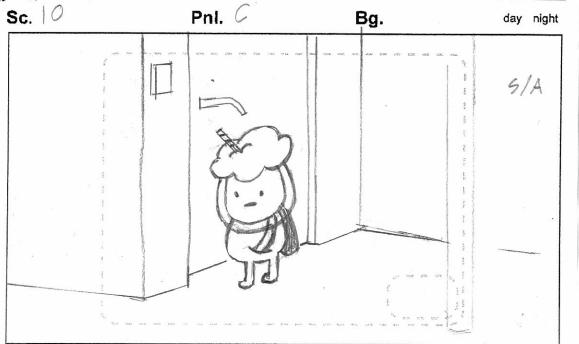
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M

EPISODE#

Sc. 10 Pnl. B Bg. day night

Timing:



Dialog:				,	CARLON COMPLETE
	9				
Action:	-RBG	PUTS HAND IN	I POCKET.		

Production .



Page 0 | 7

M

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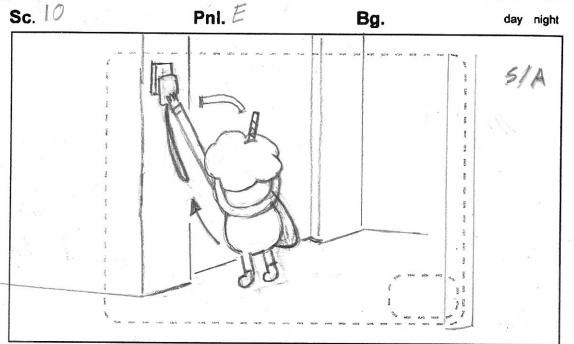
EPISODE#

Sc. 10

Pnl. D

Bg. day night

9/A



Action: - RBG REMOVES I.D. BADGE
(WITH BREAKAWAY LANYARD)
FROM HIS POCKET.

Timing:

- RBG HOLDS UP I.D. BADGE TO SCANNER.

Production:

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Dialog:

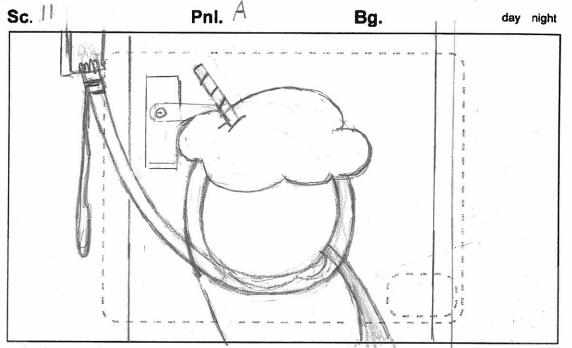


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EPISODE #

Sc. | Pnl. | Bg. day night



Dialog:

SFX: BEEP!

SFX: GLICK. [THE DOOR UNLOCKING]

Action:

[RBG HAS TO HOLD THE CARD THERE UNTIL HE HEARS A CLICK,]

Timing:

Production:

Soul This material is the P.

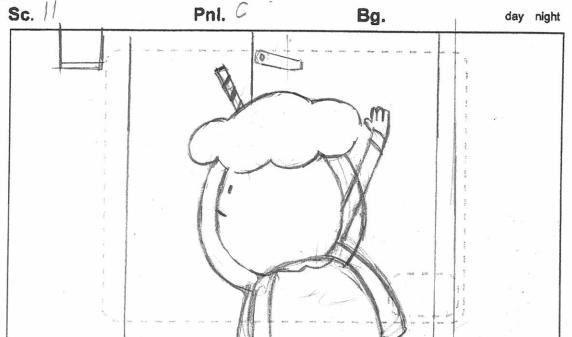


019

53

EPISODE#

Sc. Pnl. B Bg. day night



Action: RBG RETURNS THE I.D. CARD RBG PUSHES OPEN THE DOOR.
TO HIS POCKET.

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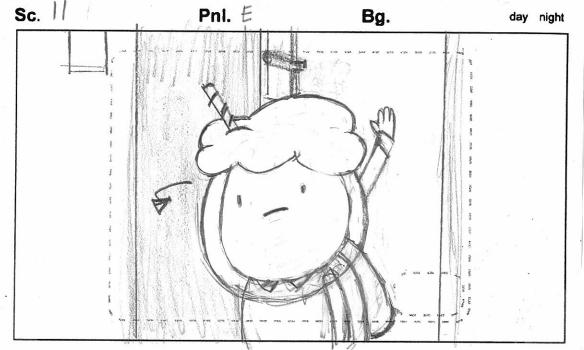


020

M

EPISODE#

Sc. Pnl. Bg. day night



Dialog:	CANDY	PEOPLE:	HOORAAHL	+ !
	Angelia de la companya de la company	- 2	[IN DISTANC	E

CANDY PEOPLE: YAAYY!
[IN DISTANCE]

•	
ı	Action
	ACHDII

- RBG TURNS

Timing:



Sc. 12 Pnl. A Bg.

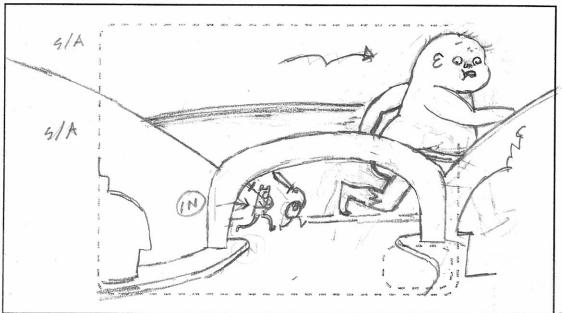
Sc. 12 day night

Pnl. B

Bg.

M 5

EPISODE#



Dialog:

Action:

- OGRE RUNS ON/S IN THE DISTANCE

-F+J RUN ON/S (WITH BROADSWORDS)
-OGRE GLANCES BACK AT F+J

Timing:



Sc. 12 Pnl. C Bg. 5/A

Sc. 12 day night

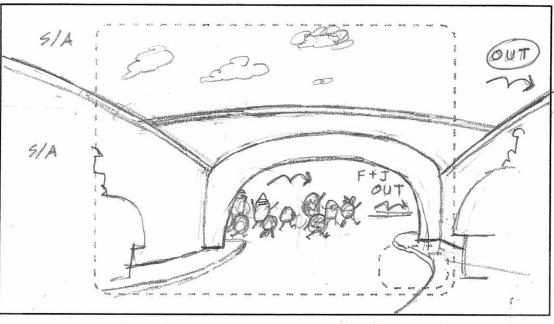
Pnl. D

Bg.

day night

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EPISODE#



Dialog.	D	a	log:
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Action:

- OGRE RUNS OFF/S

- F+J RUN OFF/S - CANDY PEOPLE CROWD RUNS ON/S.

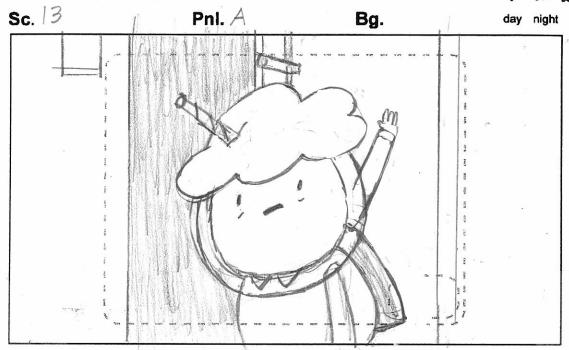
Timing:

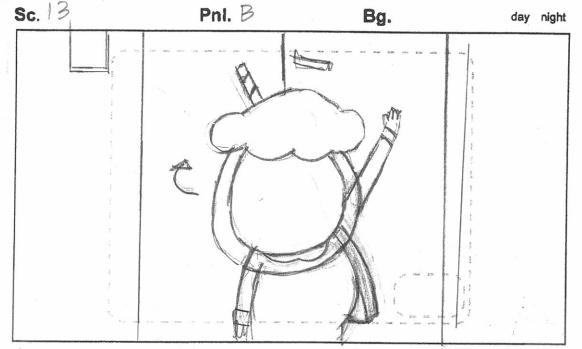


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53

EPISODE#





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	10	IUU	6

RBG: REALLY SOMETHING!

Action:

- RBG TURNS.

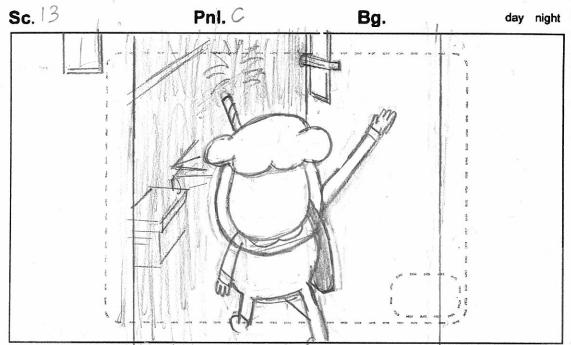
Timing:

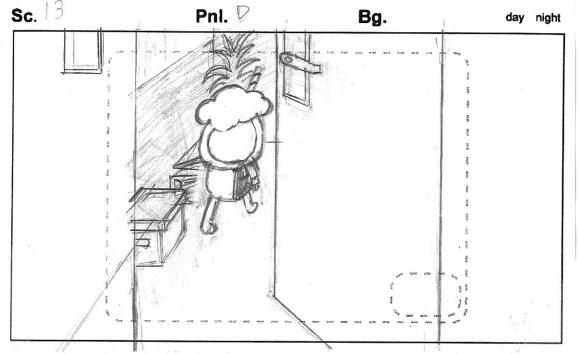


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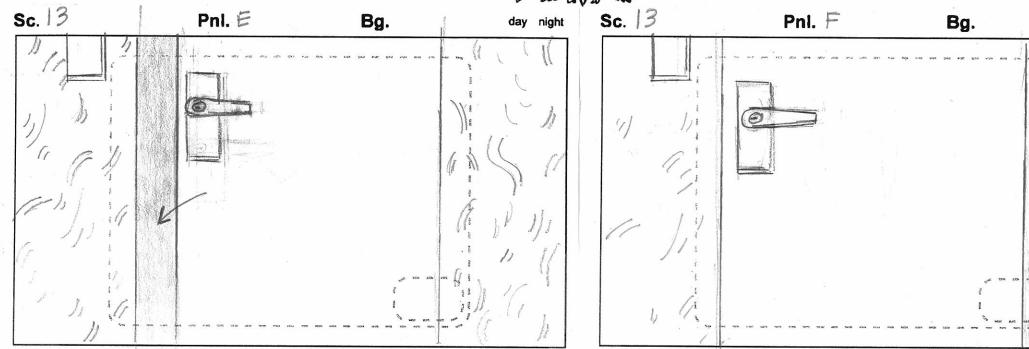
Dialog:					
Action:	- RBG WALKS INSIDE.	w3	ii.		
				annonamento de la compansa del compansa de la compansa del compansa de la compans	
Timing:					

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Page 025

M



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	of the second se	
THE MAN		

Dialog:

SFX: CLICK, [DOOR]

Action:

- DOOR SWINGS FORWARD.

- DOOR SHUTS.

Timing:



Sc. 14

Pnl. A

Bg.

day night

Sc. 15

Pnl. A

Bg.

day night

M

5

EPISODE #

Production:



Dialog:

CHOCOLATE BAR GUY: SURE I'LL HOLD ...

GUM DROP GUY : WELL THANKS FOR YOUR TIME ...

ROOT BEER GUY: HELLO? ---

RBG: I'D LIKE TO TAKE A FEW MINUTES OF YOUR TIME TO TELL YOU ABOUT --

Action:

[MORNING, ABOUT 10/11 AM]

-RBG PRUMS FINGERS ABSENT-MINDEDLY.



Timing:

RBG DRUMS FINGERS ON DESK



M

Sc. 15

Pnl. B

Bg.

day night

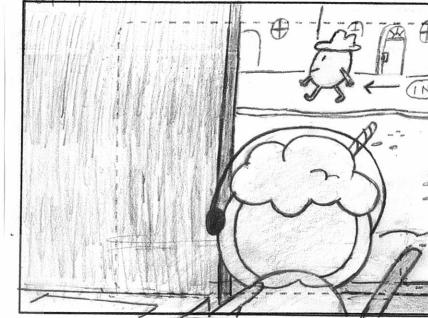
Pnl. A

Bg.

day night

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EPISODE#



Dialog:

RBG : -- AMAZING DIETARY SUPPLEMENT -- BUT --

RBG: -- FIRST, JUST LET ME ASK YOU, DO YOU EVER FEEL THAT NO MATTER HOW MUCH YOU =-

Action:

- RBG LOOKS AT WINDOW.

- CANDY GUY WALKS BY, OUTSIDE OF WINDOW.

Timing:



M L

EPISODE#

Sc. 17 Pnl. A Bg. day night

Sc. 17 Pnl. B Bg. day night

Dialog:

RBG: -- EAT, YOUR APPETITE IS NEVER -- RBG: -- SATISFIED ... AND ... OH --

Action:

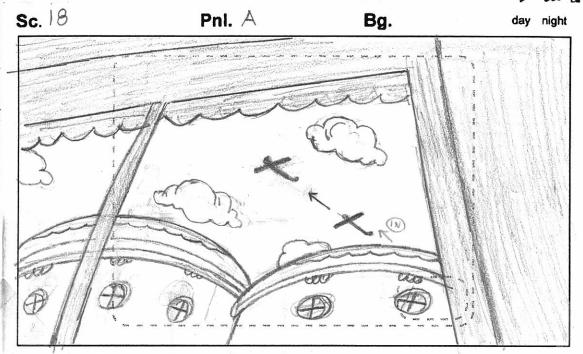
-RBG STARES OUT WINDOW AT CANDY BAR GUY.

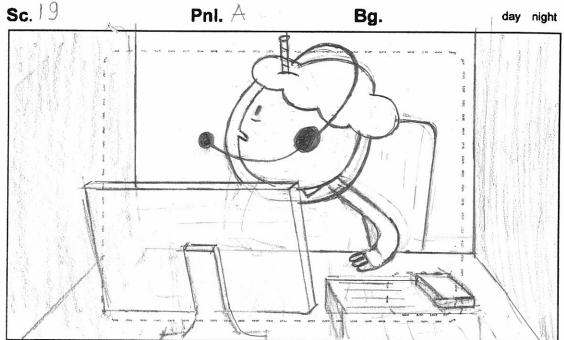
-RBG LOOKS UP.

Timing:



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Dialog: RBG: DID I MENTION THAT I USE THIS DIETARY SUPPLEMENT MYSELF ...

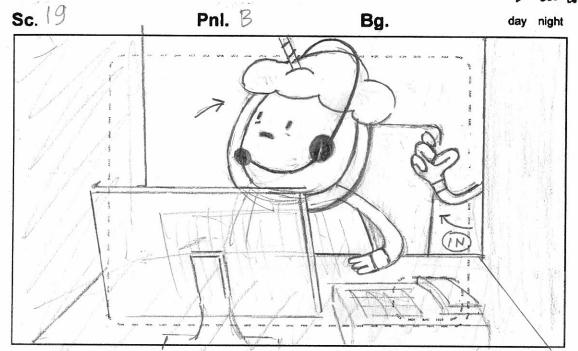
RBG: ... IT REALLY ...

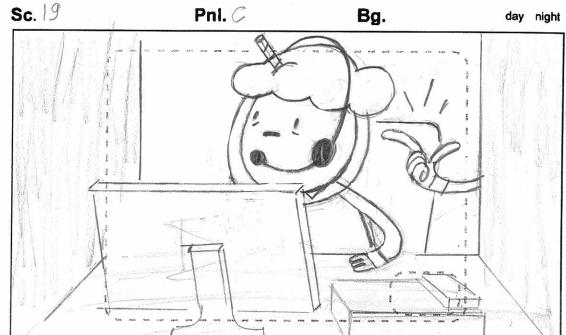
Action:

- CANDY PLANE FLIES ON/S OUTSIDE WINDOW.

Timing:







Dialog:

RBG: ... PACKS A PUNCH ...

SFX: X SNAP *

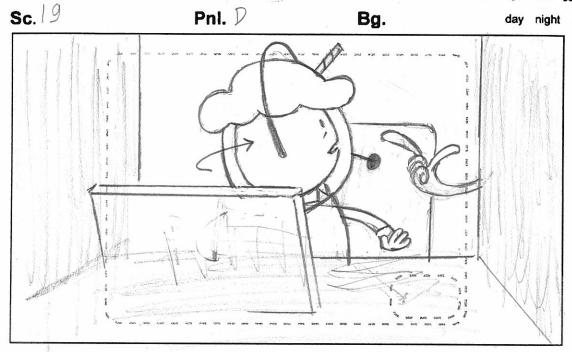
Action:

- RBG TRACKS PLANE'S PATH
- CANDY BOSS'S ARM COMES ON/S

- CANDY BOSS SNAPS FINGERS

Timing:





Sc. 20 Pnl. A Bg. day night 5 OUT

Dialog:

CANDY BOSS: I DON'T HEAR THE SOUNDS OF --

Action:

- RBG TURNS SUPPENLY.

Timing:

Production:

01

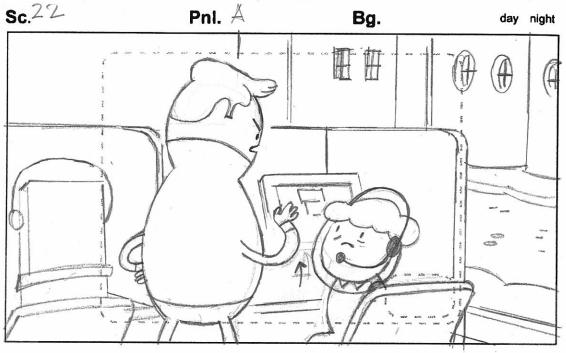
EPISODE#



M 5

EPISODE#

Sc. 21 Pnl. A Bg. day night



Dialog:

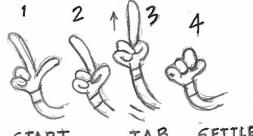
ROOT BEER GUY!

CB:

GET --

Action:

Timing:



- CBG JABS FINGER TO ACCENT DIALOGUE

START

SETTLE



Page 0 3 3

Sc. 22

Pnl. B

Bg.

day night

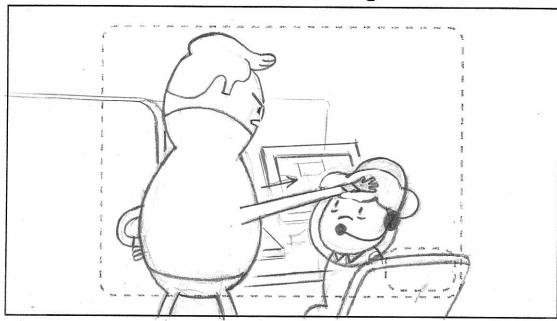
Pnl. C

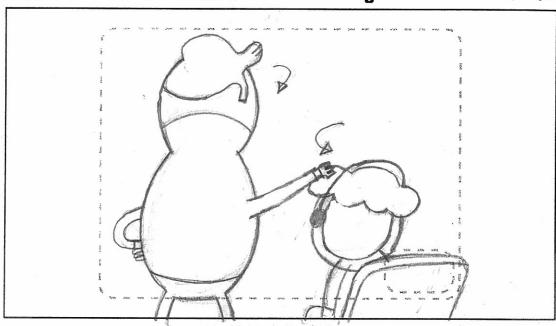
Bg.

day night

M

EPISODE#





Dialog:

CB: -- YOUR HEAD --

CB: -- BACK INTO THE GAME!

Action:

-CB GRABS RBG'S HEAD.

- CB TURNS RBG'S HEAD FORWARD.

Timing:



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EPISODE#

Sc. 22 Pnl. D Bg. day night

Sc. 22

.22

day night

OUT IN THE SECOND SECON

Dialog:

Action:

- CB TURNS AND WALKS AWAY.

- CB WALKS OFF.

Timing:



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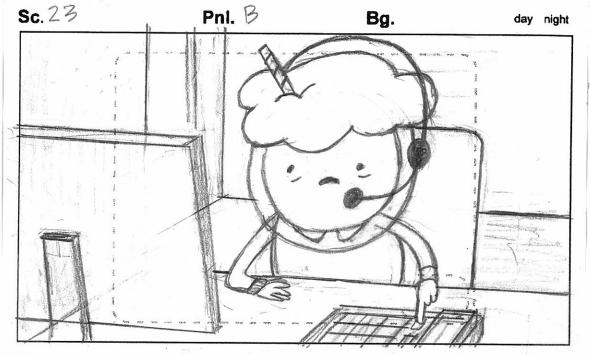
01

EPISODE#

Sc. 23

Pnl. A

Bg. day night



Dialog:

RBG: HELLO MA'M.

Action:

[ANTIC. FINGER]

- RBG CLICKS BUTTON FOR NEXT CALL.

Timing:

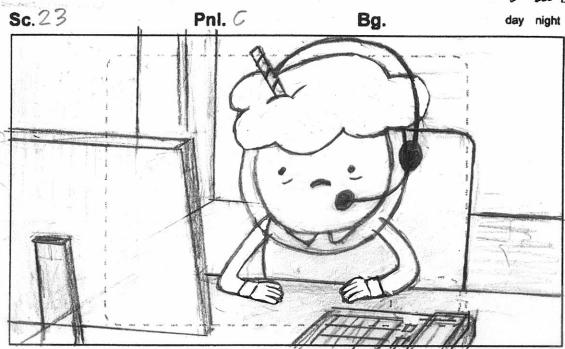
14-153

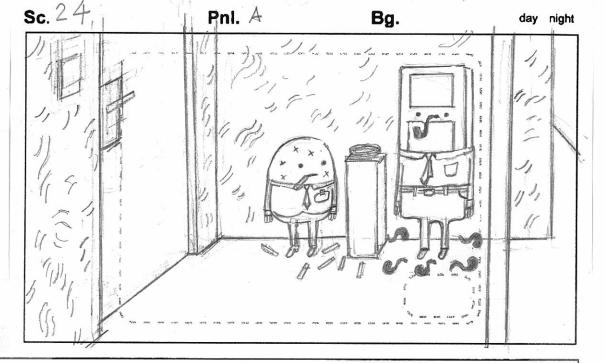
EPISODE

ADVENTURE TIME



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Dialog: RBG: I'D LIKE TO TAKE A FEW MINUTES OF YOUR TIME. HELLO?

CHOCOLATE BAR GUY: WHAT WE NEED IS TO

WHAT WE NEED IS TO CUT OUT THE MIDDLE MAN!

Action:

- CHOCOLATE BAR AND GUM DROP CHEW CANDY OUTSIDE ENTRANCE.

[- LATE AFTERNOON]

Timing:

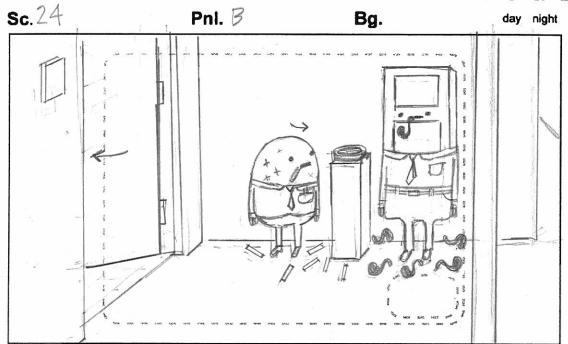
014-153

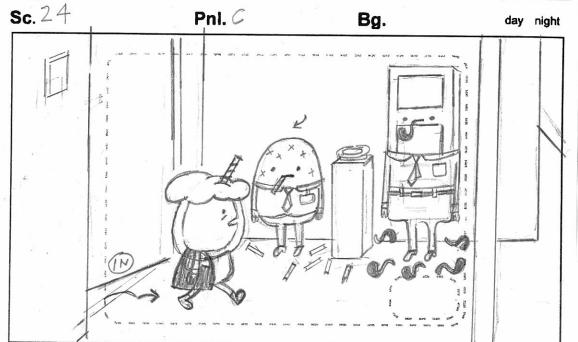
EPISODE

ADVENTURE TIME



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Dialog: GUM DROP GUY: E-EXACTLY! YEAH YEAH... CHOCOLATE BAR GUY: HEY ROOT BEER GUY.

CHOCOLATE BAR GUY: HEY, ROOT BEER GUY.
RBG: HEY.

Action:

- DOOR OPENS

- RBG WALKS OUT OF DOOR.

Timing:



Page 038

Sc. 24

Pnl. D

Bg.

day night

Sc. 24

Pnl. E

Bg. day night

21-7101

#300Sld3

Dialog:

GUM DROP GUY: D-DUPE, WE SHOULD START OUR OWN PLACE.

Action:

- DOOR SHUTS.
- CHOCOLATE BAR + GUMDROP GUY TRACK ROOT BEER GUY

- -RBG WALKS OFF/S
- CHOCOLATE BAR AND GUM DROP TURN TOWARD EACH OTHER.

Timing:



Sc. 25 Pnl. A Sc. 25 Bg. Pnl. B Bg. day night

-RBG STOPS AND LOOKS INTO BAG.

Dialog:

Action:

- RBG WALKS ON/S. - [LATE AFTERNOON]

Timing:

EPISODE#

M



Sc.25 Pnl. C Bg. 5/A

day night

Sc. 25

Pnl. D

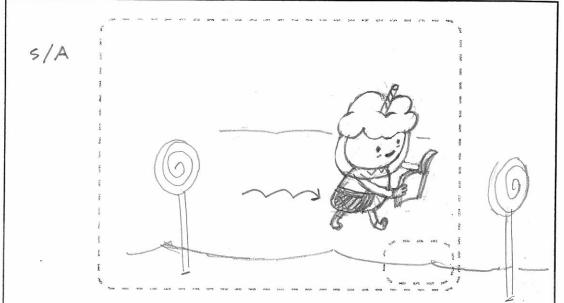
Bg.

day night

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EPISODE#



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Action:

- RBG OPENS PAPERBACK.

- RBG CONTINUES WALKING, WHILE READING PAPERBACK.

Timing:



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EPISODE#

Sc. 25

Pnl. E

Bg. day night

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Sc. 26 Pnl. A Bg. day night

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Action:

-RBG WALKS OFF/S.

- RBG WALKS TO SUBWAY ENTRANCE.
- [LATE AFTERNOON.]

Timing:

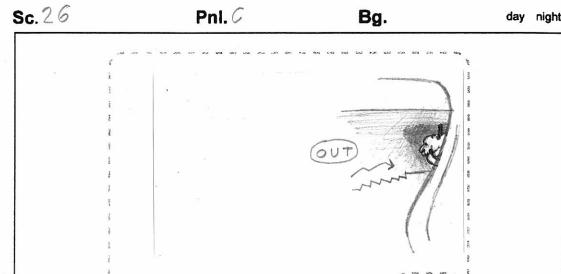


Page 042

Sc. 26

Pnl. B

Bg. day night



Dialog:			
Action:	- RBG WALKS DOWN STAIRS TO SUBWAY.	- RBG WALKS OFFIS	·
Timing:			HIIILE
,g.			

014 - 153

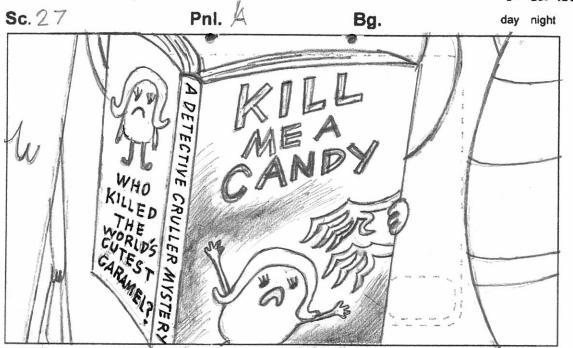
EPISODE#

570P

ADVENTURE TIME



Page 043



Sc. 27 Pnl. 3 Bg. day night

ANT PATING BOAM SINGLE?

STATE STATE

Dialog: SFX: SCREEECH! (SUBWAY WHEELS.)

SFX: CHU-CHU-CHU (SUBWAY RATTLING)

SUBWAY ANNOUNCER: (0/5)

NEXT STOP, LOLLIPOP PARK.

Action:

- RBG READS PAPERBACK.

- TRUCK OUT FROM BOOK COVER.

Timing:



Sc. 28

Pnl. A

Bg.

Sc. 28

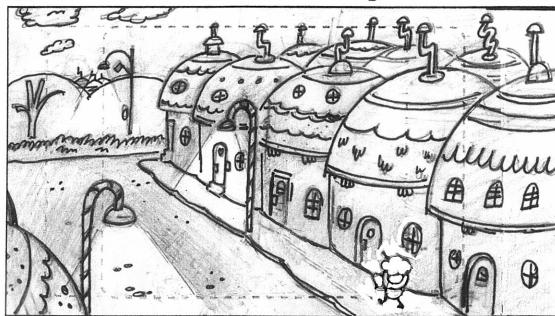
Pnl. B

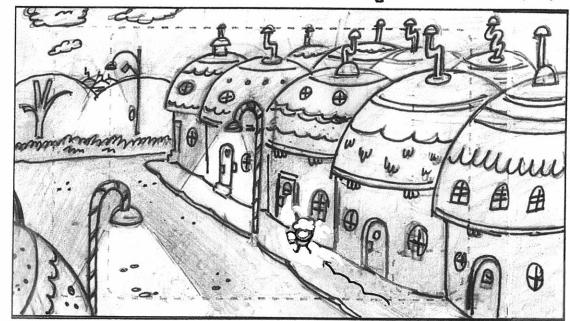
Bg.

day night

M 5

EPISODE#





Dialog:

Action:

-EXT. LOLLIPOP PARK ESTATES.

Timing:



Sc. 29 Pnl. A Bg. day night

Sc.29

Pnl. B

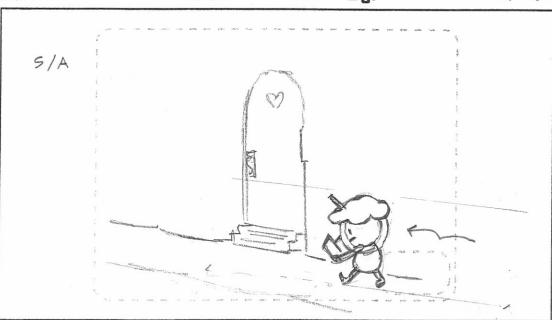
Bg.

day night

M

S

EPISODE#



Dialog:

Action:

-RBG WALKS IN, READING PAPERBACK.

Timing:

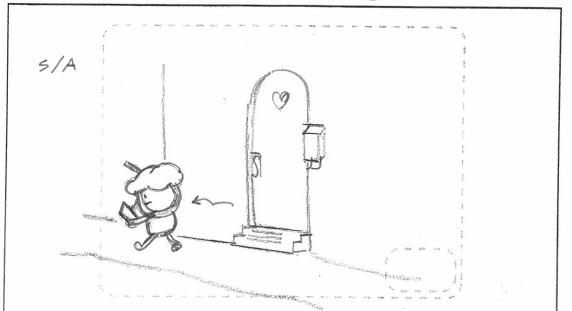


Sc. 29 Pnl. C Bg. day night 5/A

Pnl. ⊅

Bg.

day night



ATT. 0	
Dia	DAI!
Ula	log:

Action:

- RBG WALKS PAST HIS FRONT DOOR.

Timing:

Production:

EPISODE#



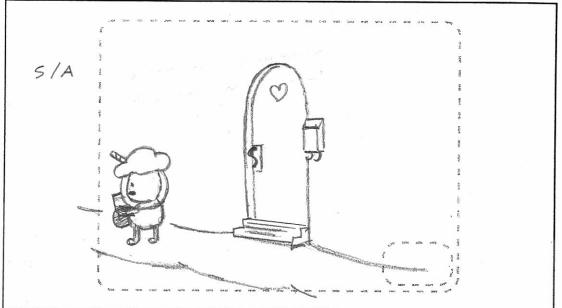
Sc. 29 Pnl. E Bg. SIA

day night

Pnl. F

Bg.

day night



Dia	OU.
Dia	wg.

Action:

- RBG STOPS AND TURNS HEAD.

- RBG PUTS PAPERBACK INTO BAG.

Timing:

Production:

EPISODE #



Pnl. G Sc. 29 Bg. day night 5/A

Sc. 29

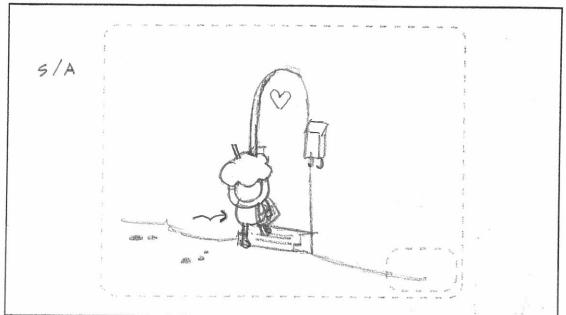
Pnl. H

Bg.

day night

M

EPISODE#



Dialog:

Action:

- RBG WALKS TOWARD HIS FRONT DOOR.

- RBG REACHES FOR DOORKNOB.

Timing:



Sc. 29 Pnl. I Bg. S/A

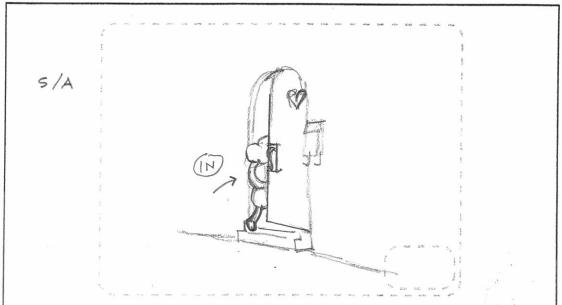
Pnl. J

Bg.

day night

M 5

EPISODE#



Dialog:	
Action: _ RBG OPENS DOOR	DRE WALKS INSIDE HOUSE

Timing:



Sc. 29 Pnl. K Bg. day night S/A

Sc. 29

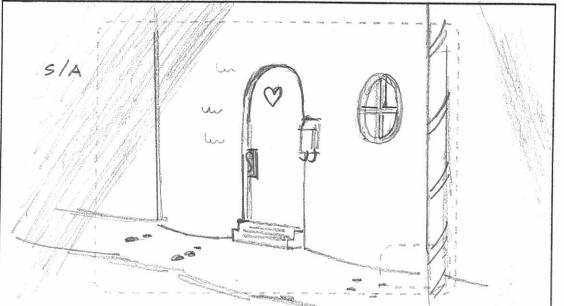
Pnl. L

Bg.

day night

M

EPISODE#



Dialog:

Action:

- POOR CLOSES BEHIND RBG.

Timing:



Sc. 30

Pnl. A

Bg.

Sc. 30

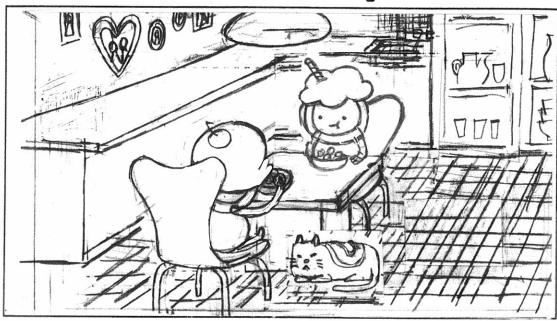
Pnl. B

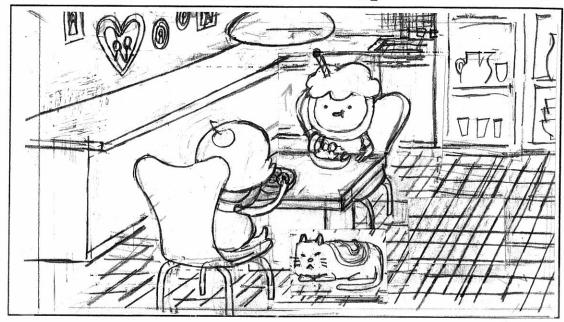
Bg.

day night

M 5

EPISODE #





Dialog:

RBG: (CRUNCH CRUNCH)

(MOUTH FULL)

RBG: THIS IS GOOD, WHAT IS THIS ?

Action:

- RBG CHEWS DINNER.

- RBG LOOKS UP AT CHERRY CREAM SODA GAL

Timing:



Sc. 31 Pnl. A Bg.

Sc. 31

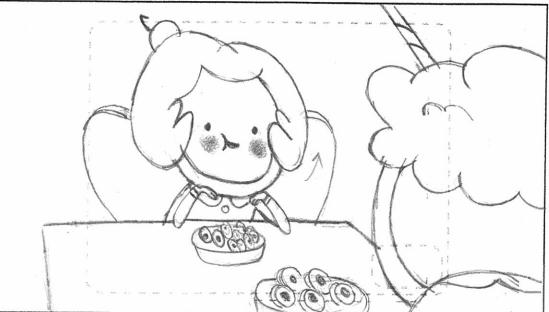
Pnl. B

Bg.

day night

M 5

EPISODE#



Dialog:

CHERRY CREAM SODA GAL: (CRUNCH CRUNCH) CCSG: CANDY. (CRUNCH CRUNCH.)

Action:

- CCS LOOKS UP.

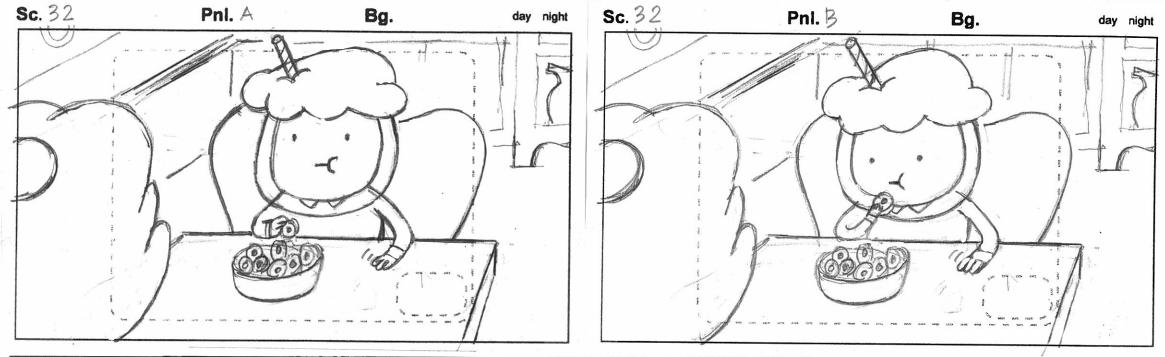
Timing:



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53

EPISODE#



Dia	log:
-----	------

RBG: HM.

RBG: (CRUNCH CRUNCH)

Action:

-RBG DRUMS FINGERS ON TABLE.

Timing:



Sc.33

Pnl. A

Bg.

Sc. 33

Pnl. B

M 5

EPISODE#





Dialog:

CCSG: I'VE GOT A CLOSING ARGUMENT TOMORROW, ROOT BEER GUY.

Action:

- IN BED, RBG READS A PAPERBACK.

- CCSG TURNS TO RBG.

Timing:



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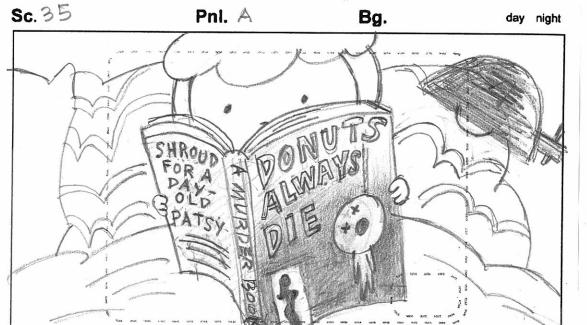
53

EPISODE #

Sc. 34

Pnl. A

Bg. day night



Dialog: CCSG: COULD YOU PLEASE TURN OFF

CCSG (0/5): -- SO I CAN GET SOME SLEEP?

Action:

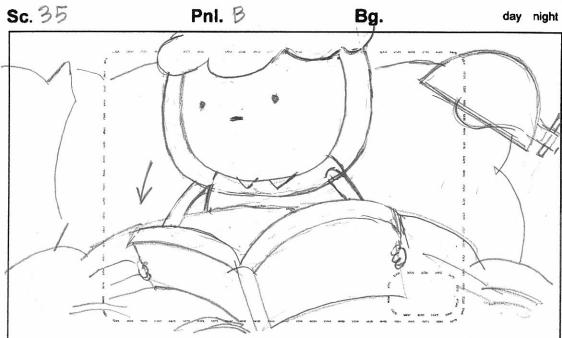
Timing:

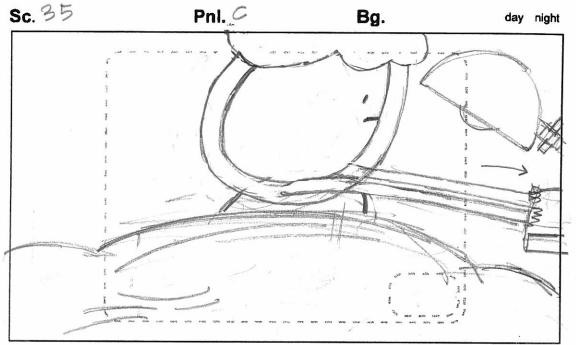


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M

EPISODE #





D	ia	log	!
_		3	

Action:

- RBG LOWERS BOOK.

-RBG PUTS DOWN BOOK OFF/S.

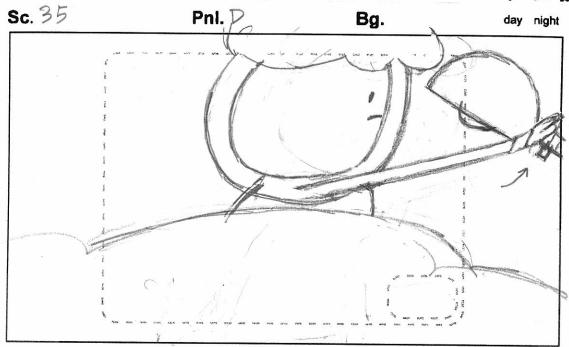
Timing:

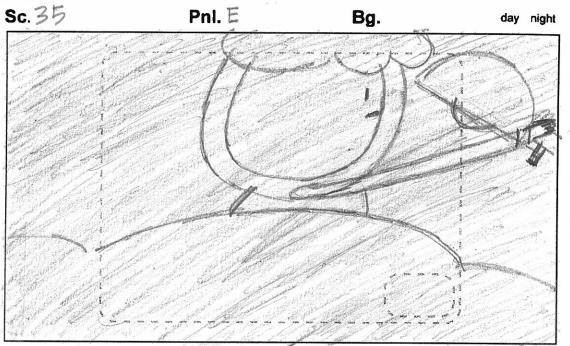


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M

EPISODE#





3.	D	a	og	:
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Action:

-RBG REACHES FOR LIGHT SWITCH.

- RBG TURNS OFF LIGHT.

Timing:



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53

EPISODE#

Sc. 35

Pnl. | Bg. day night

Sc. 35 Pnl. G Bg.

Dialog:

Action:

- RBG SETTLES INTO PILLOW

-RBG PUTS HANDS BEHIND HEAD,

CAMERA : DRIFT OUT

Timing:



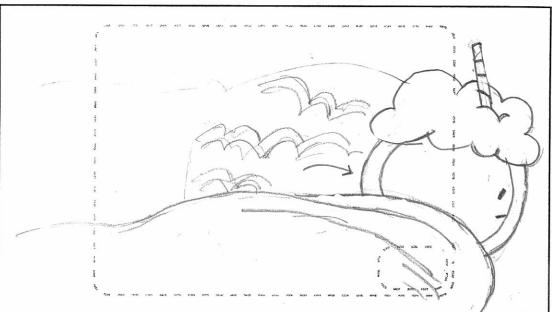
Sc. 35 Pnl. H Bg. day night

Pnl. I

Bg.

M

EPISODE#



Dialog:

Action:

- RBG LOOKS TO OFF/S, THOUGHTFULLY.

- RBG SLIDES OUT OF BED.

Timing:

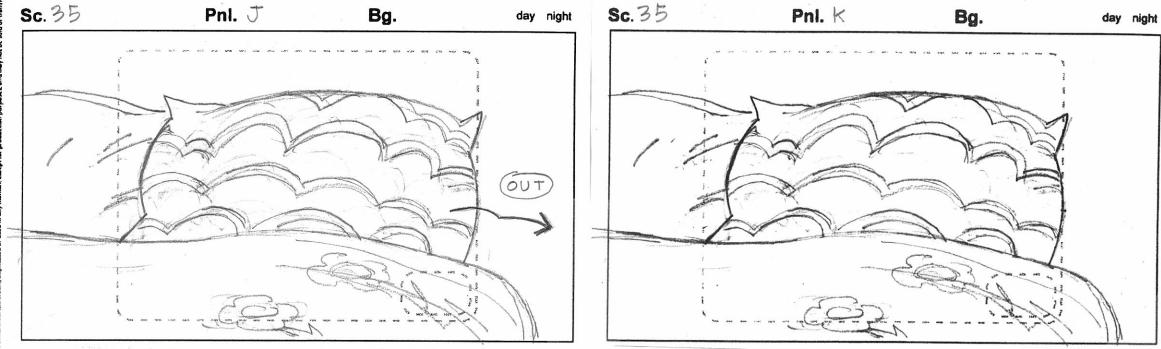


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52

01

EPISODE#



Dialog:

SFX: DRAG ... DRAG ...

(TYPEWRITER BEING DRAGGED ON WALL-TO WALL CARPET)

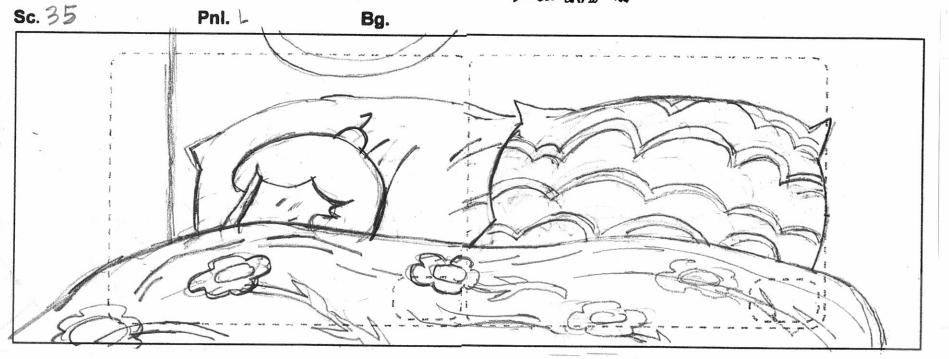
		_	_
	-4	٠.	
Δ	CĨ	ın	n
$\boldsymbol{\mathcal{L}}$	·		

Timing:



Page 061

day night



PAN

EPISODE#

53

Dialog:

STOP

SFX; DRAG ... DRAG ...

Action:

CAMERA: PAN LEFT TO COSG ASLEEP.

Timing:

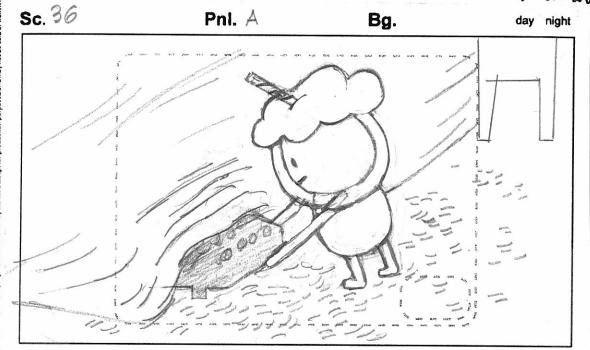
014-153

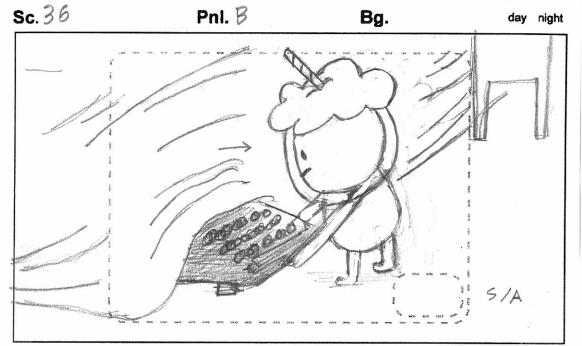
EPISODE#

ADVENTURE TIME



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Dialog: SFX: DRAG

SFX: DRAG ...

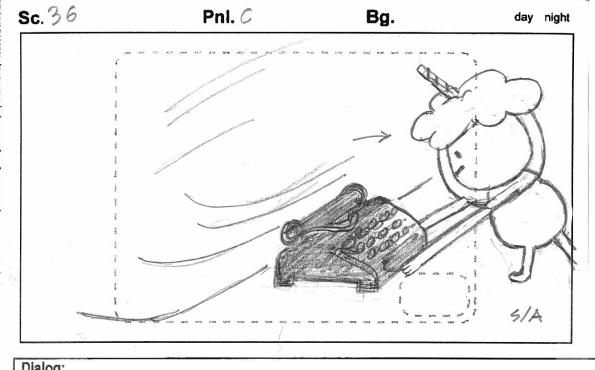
Action:

- RBG PULLS TYPEWRITER OUT FROM UNDER BED.

Timing:



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Sc. Pnl. Bg. day night

Dialog.	SFXO	DRAG					*
Action:							

Timing:

Production:

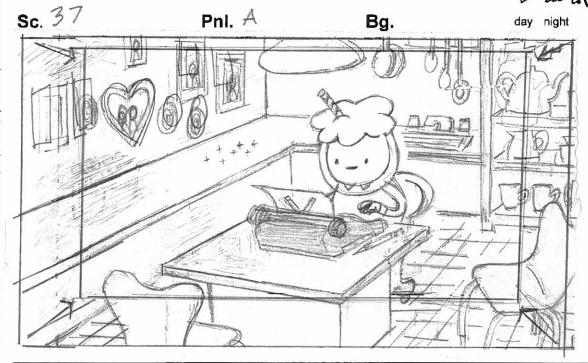
EPISODE#

M Γ

EPISODE#



ADVENTURE TIME



-Sc. 37 Pnt. B

Dialog:

RBG (V.O.): I KNEW THERE WAS TROUBLE. RBG (V.O.): I COULD SMELL IT ON THE HOT EVENING BREEZE.

Action: CAMERA : DRIFT IN.

Timing:

TYPING: MISC HANDS (TOUCH-TYPING WITH HANDS)

5 01

EPISODE#

ADVENTURE TIME



day night

Sc. 38 Pnl. A Bg. day night Sc. 38 Pnl. B Bg.

Dialog:

RBG (V.O.): FORTUNATELY FOR ME, TROUBLE IS MY FAVORITE THING,

RBG (V.O.) =

OR AT LEAST WAY UP THERE AT THE TOP OF THE LIST.

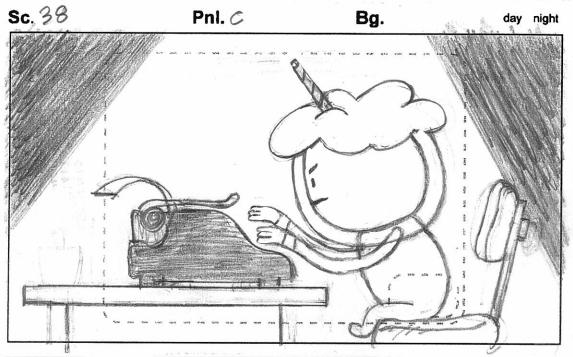
Action:

-CLUTTERED BG FADES OFF

Timing:



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Sc. 39

Pnl. A Bg. day night

Dialog: RBG (V.O.): BECAUSE I'M JOE MILKSHAKE.

RBG (V.O.): I KICKED DOWN THE DOOR WITH ONE SWIFT MOTION.

Action: - BG REPLACED BY NOIR LIGHTING.

Timing:

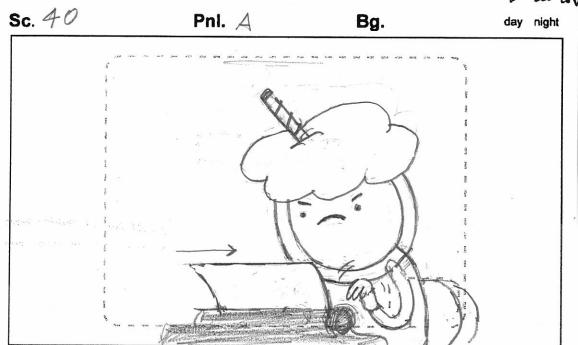
53

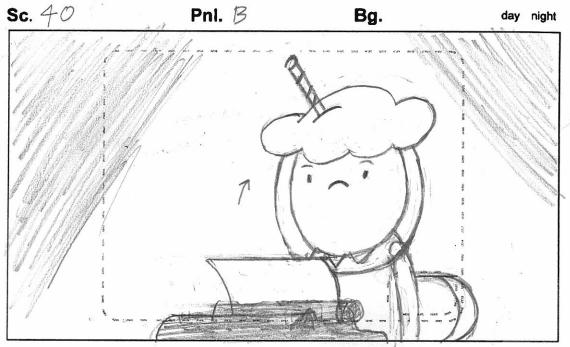
EPISODE#

ADVENTURE TIME



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Dialog:

RBG : No.

Action:

- RBG TYPING.

- RBG STOPS TYPING.

Timing:

014 - 153

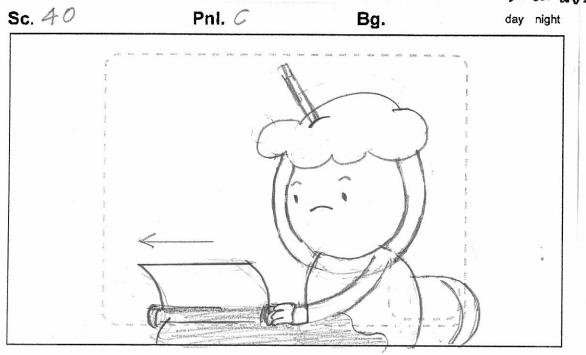
EPISODE#

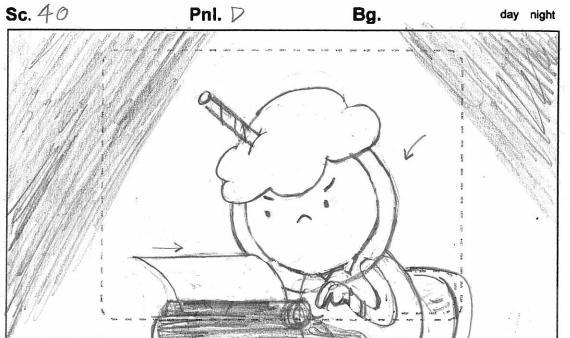
Production:

ADVENTURE TIME



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Dialog:

SFX: XXXX

Action:

- RBG MOVES TYPEWRITER CARRIAGE

- RBG HITS 'X' KEY REPEATEDLY, WITH INDEX FINGER.

Timing:

day night

ADVENTURE TIME



Sc. 40 Pnl. E Bg. day night Sc. 41 Pnl. A Bg. favorite thing, or at list. Because I'm Joe OMERSMINE

Dialog:

SFX: XXXX

 $\times \times \times \times$ SFX:

Action:

- CONT. RBG HITS TYPEWRITER KEY REPEATEDLY.

- TYPEWRITER HAMMER STRIKES OUT LINE.

Timing:



070

5

EPISODE#

t everifies

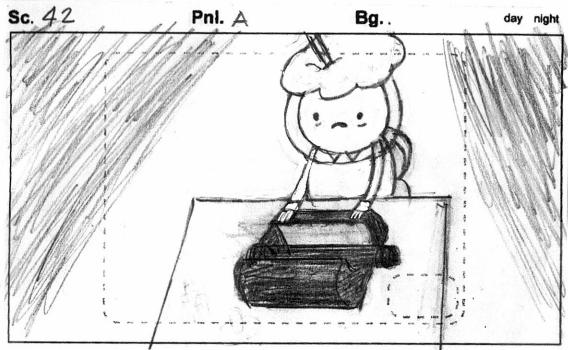
t everifies

te thing, or at least

Because I'm Joe Milks!

RAPER

WIRT MORKINGTE



Dia	log:
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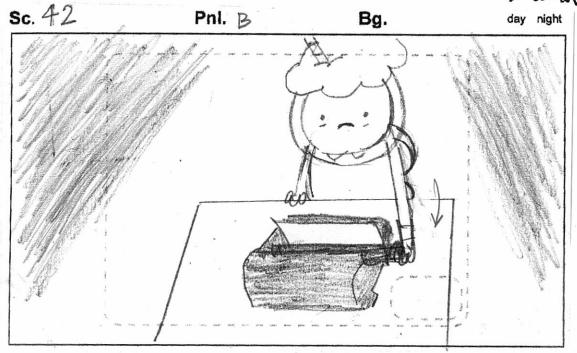
SFX: XXXX

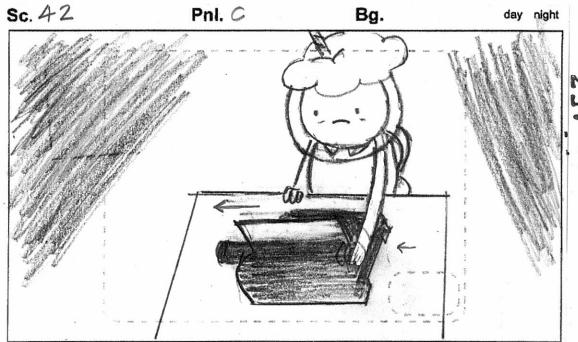
Action:

Timing:



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Dialog:

Action:

- RBG REACHES FOR CARRIAGE.

- RBG RETURNS CARRIAGE.

Timing:

Production:

EPISODE#

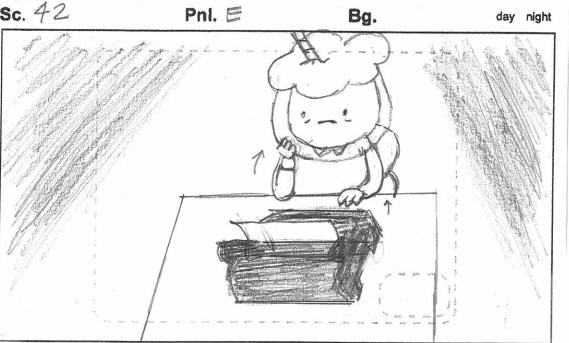


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5

EPISODE#

Sc. 42 Pnl. D Bg. day night



	-	-	-	
100		1 -		
- 8 1	112	ın	P .	
	110	10	M •	

Action:

- RBG THINKS.

- RBG THINKS.

Timing:



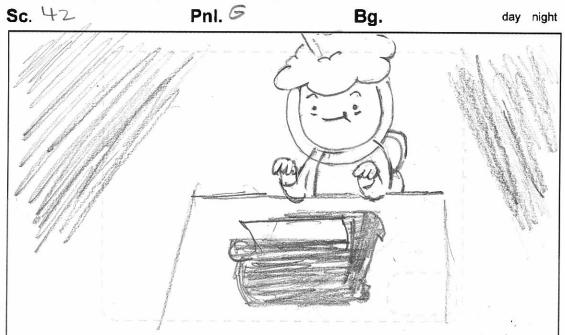
Page_0700

53

01

EPISODE#

Sc. 42 Pnl. Bg. day night



Dialog:		and the second above	
para para para para para para para para			
<u> </u>			
5 2			
i i	*		
Action:	- RDC THINKS		DD (1) = 2 = 2 = 2

- RBG THINKS. - RBG ANTICS. TO TYPE.

Timing:

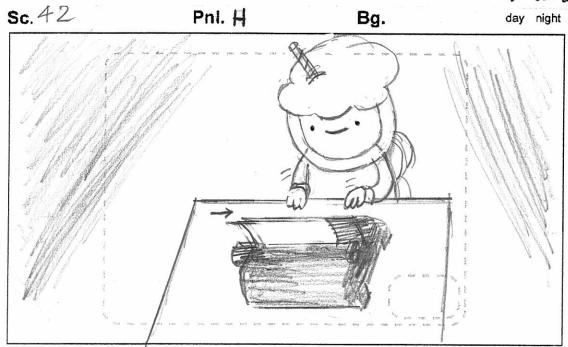


Sc. 42

Pnl. I

Bg.

day night



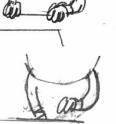
Dialog:

RBG (V.O.) WITH ONE SWIFT AND DECISIVE MOTION,

RBG (V.O.): I KICKED DOWN THE DOOR.

Action: -RBG TYPES

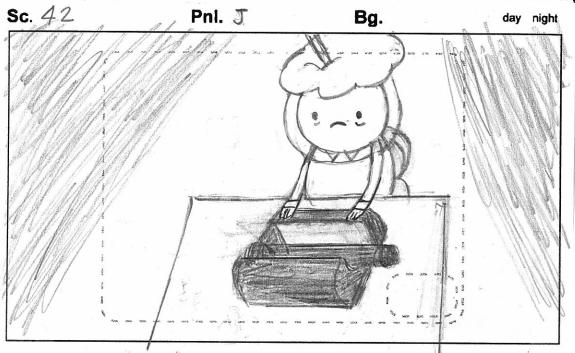
Timing:

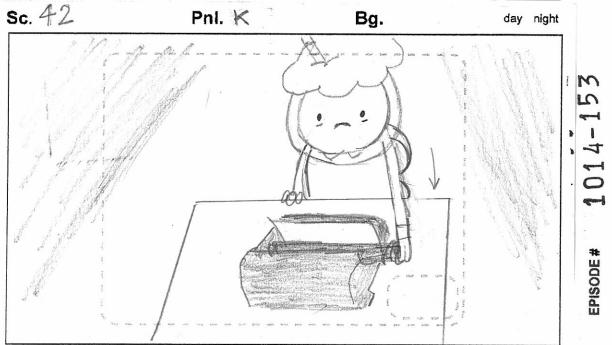






Page_0 70 E





Dia	log:

RBG (V.O.): No.

Action:

- RBG STOPS TYPING.

-RBG REACHES FOR CARRIAGE.

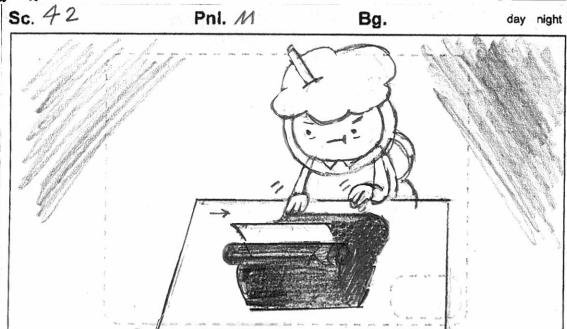
Timing:

Production:

EPISODE#



Sc. 42 Pnl. Bg. day night



Dialog:			
Action:	- RBG RETURNS CARRIAGE.	-RBG STARTS TYPING.	
Timing:			



Sc. 43 Pnl. A Bg.

PNL B

Dialog:

RBG (V.O.): THE DOOR WAS ,,,

RBG (V.O.): ", KICKED DOWN BY ME, SWIFTLY,

CAMERA: DRIFT IN.

Action:

RANDOM TYPING POSES

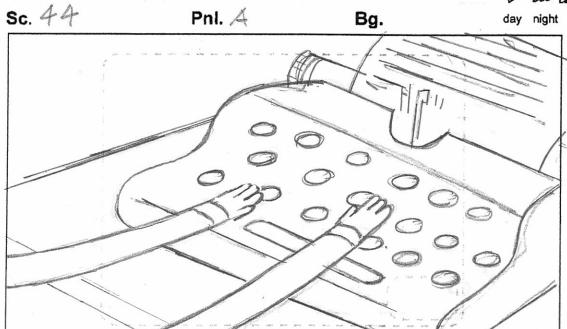
(HE IS TOUCH-TYPING THAT THE PARTY NOT JUST FINGERS)

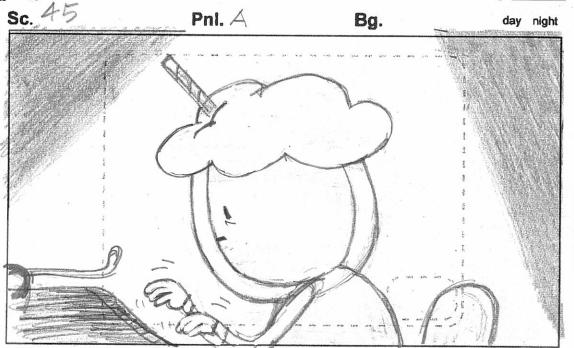
Timing:

Production:

ADVENTURE TIME







Dialog: RBG (V.O.) = WITH NOT MANY MOTIONS BUT --

RBG (V.O.): -- A WHOLE LOT OF DECISIVNESS WAS USED BY ME THAT WAS APPARENT TO EVERYBODY ...

Action: USE RANDOM POSES (TOUCH-TYPING WITH HIS HANDS)

RANDOM POSES TOUCH- TYPING WITH HIS HANDS.)







Timing:

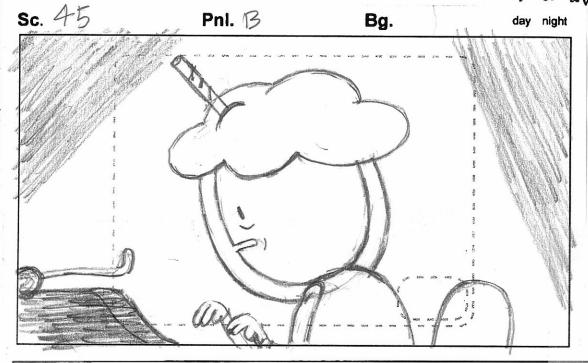
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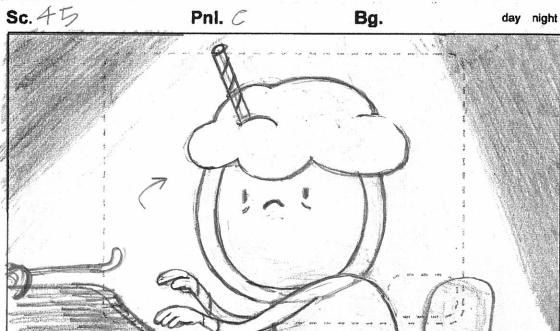
EPISODE

ADVENTURE TIME



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Dialog:

RBG: AAGH.

SFX: SCRITCH, SCRITCH.

Action:

- RBG STOPS TYPING.

- RBG TURNS.

Timing:

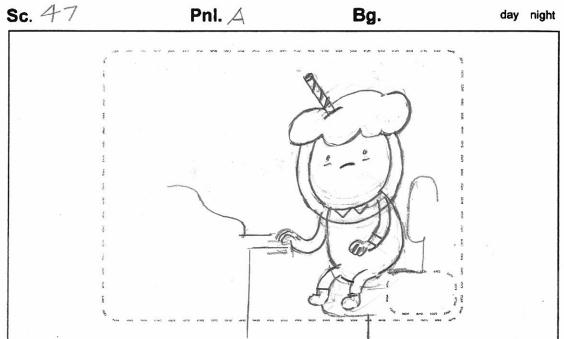


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EPISODE#

Sc. 46 Pnl. A Bg. day night



Dialog:

SFX: SCRITCH SCRITCH

Action:

- CANDY CAT SCRATCHES AT DOOR.

Timing:



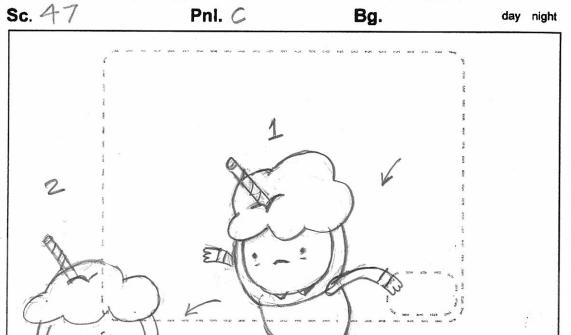
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01

EPISODE#

Sc. 47 Pnl. B Bg. day night



Dialog:

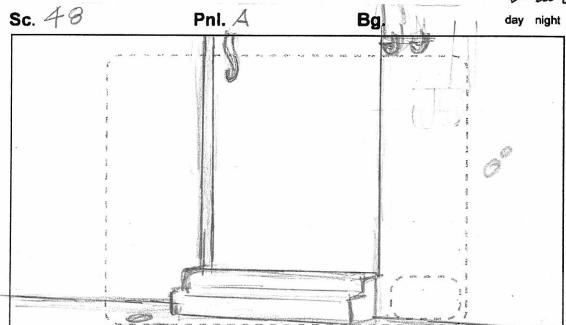
Action:

- RBG HOPS OFF CHAIR

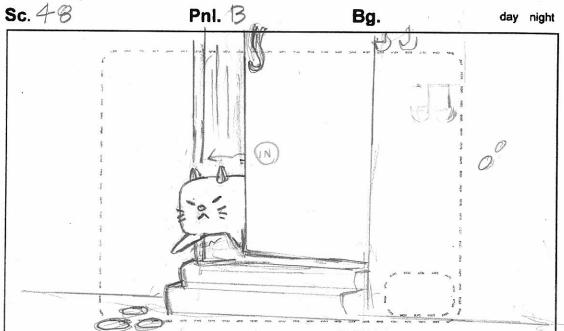
- RBG HOPS OFF CHAIR AND OFF/S.

Timing:





Timing:



Dialog:

Action: -EXT, OF RBG'S HOUSE
- LATE NIGHT.

- CANDY CAT WALKS OUTSIDE

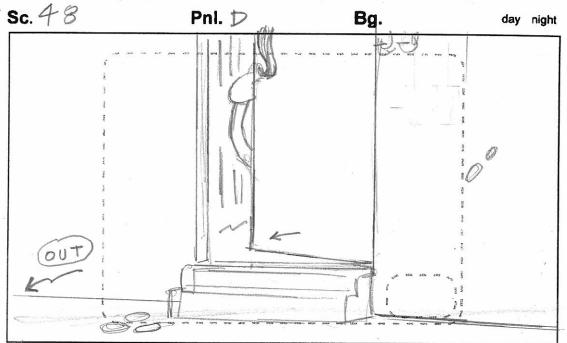


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EPISODE#

Sc. 48 Pnl. C Bg. day night



Dialog:

Action:

- CANDY CAT WALKS OUT

- RBG PEEKS OUTSIDE

- CANDY CAT BOUNDS OFF/S

- RBG STARTS TO CLOSE DOOR.

Timing:



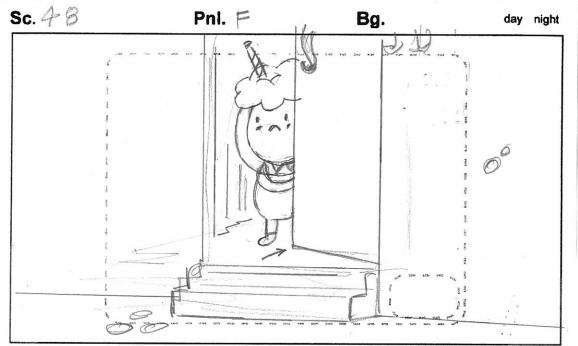
Page 081.

5

EPISODE #

Sc. 48

Pni. Bg. day night



Dialog:

PB (0.5) = EEK! NO!

RBG: HM!

Action:

-RBG OPENS POOR QUICKLY

Timing:



Dage 082

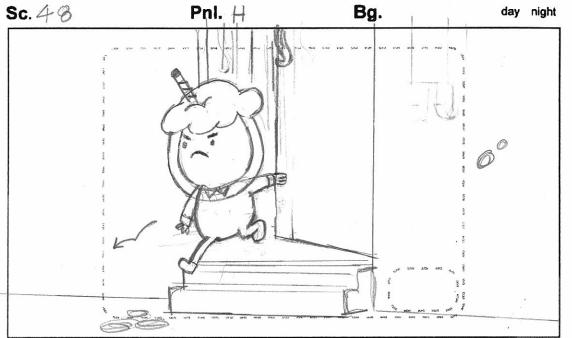
52

EPISODE#

Sc. 48

Pnl.

Bg. day night



Dialog:

PB: (0/5) WHAT ARE YOU DOING!?

Action:

- RBG GOES OUTSIDE

- RBG GOES DOWN STEPS.

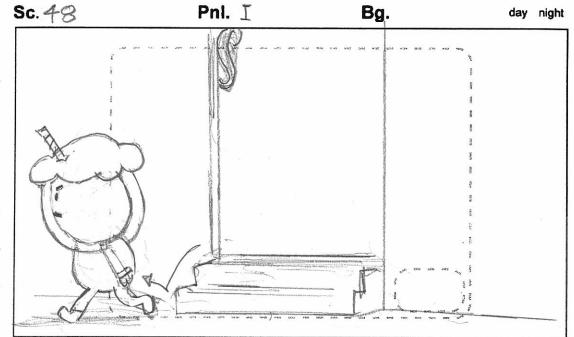
Timing:

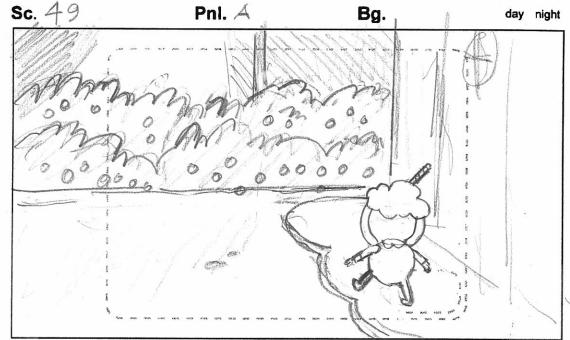
014 - 153

ADVENTURE TIME



Page 08.3





Dialog:

SFX: CLUNKY SOUNDS, TRUNK BEING MOVED AROUND.

Action:

-RBG GOES OFF/S

- RBG WALKS TO BUSHES

Timing:

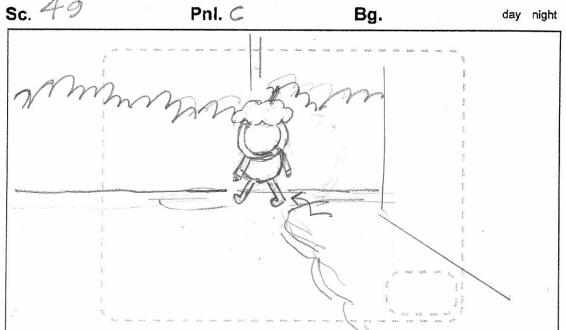


084

M

EPISODE#

Sc. 49 Pnl. B Bg. day night



Dialog:	PB: [STRUGGLING WALLA] -		
Action:	-RBG NEARS BUSHES.	[END POSITION]	
Timing:			



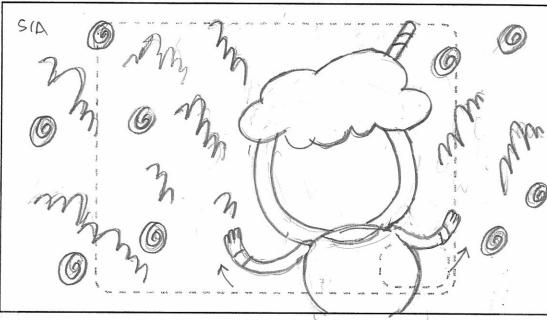
Sc. 50 Pnl. ABg.

Sc. 50

Pnl. 13

Bg.

day night



		CATCHICATION OF PRINCIPLES AND ADMINISTRATION OF PRINCIPLES AND AD
[START POSE]	- RBG REACHES TO BUSHES	25
	·	[START POSE] - RBG REACHES TO BUSHES

EPISODE#

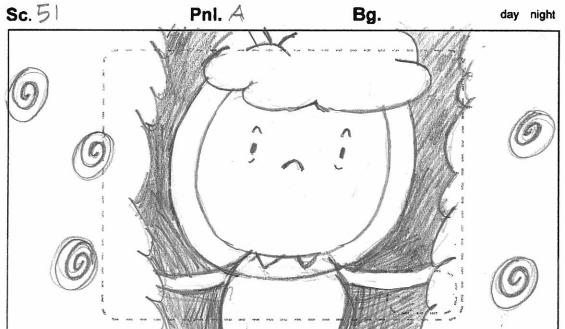


086

52

EPISODE#

Sc. 50 Pnl. C Bg. day night



Dialog:

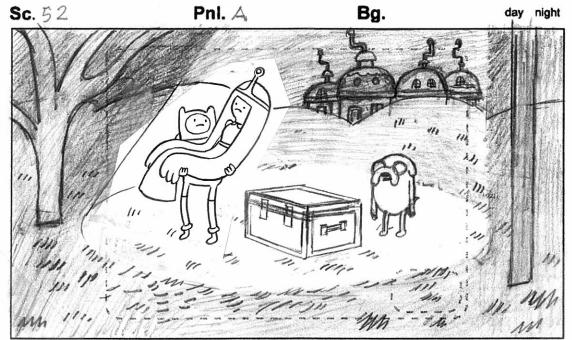
Action:

-RBG PUSHES BUSHES ASIDE

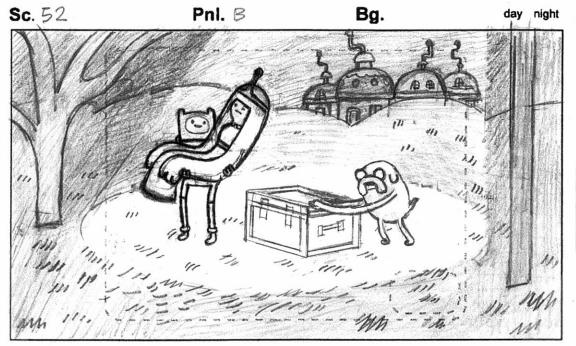
Timing:



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Timing:



Dialog:		
Action:	- JAKE REACHES FOR TRUNK	

EPISODE#

5

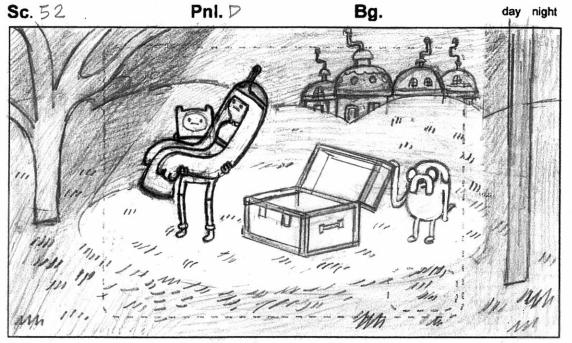


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5

EPISODE#

Sc. 52 Pnl. C Bg. day night



Action:

- JAKE OPENS TRUNK.

Timing:

Production:

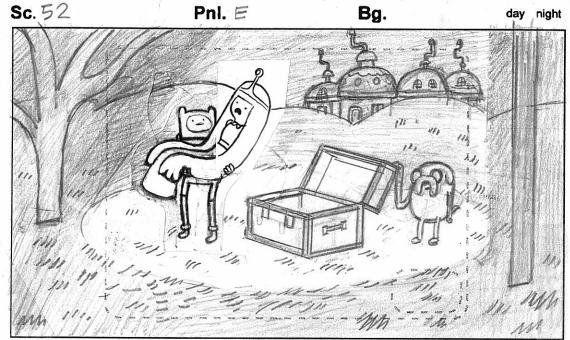
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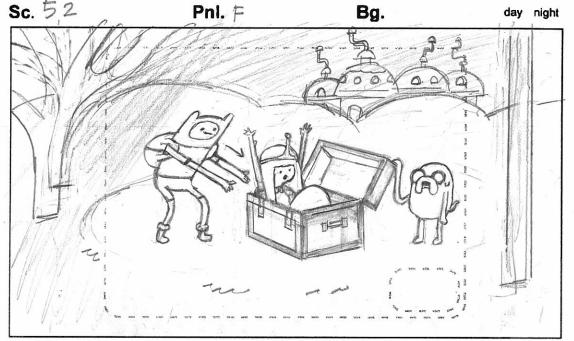


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53

EPISODE#





Dialog:	D	ia	log:	
---------	---	----	------	--

PB : EEK!

PB: No!

Action:

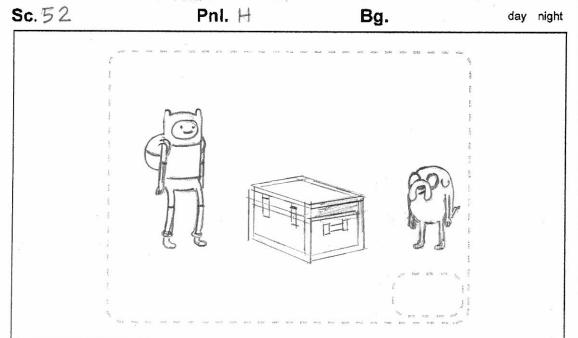
-FINN TOSSES PB INTO TRUNK.

Timing:



Dage 090

Sc. 52 Pnl. G Bg. day night



L	ла	100	I:
			9.

SFX: SHUT!

Action:

JAKE SLAMS TRUNK SHUT.

Timing:

Production:

EPISODE#

M

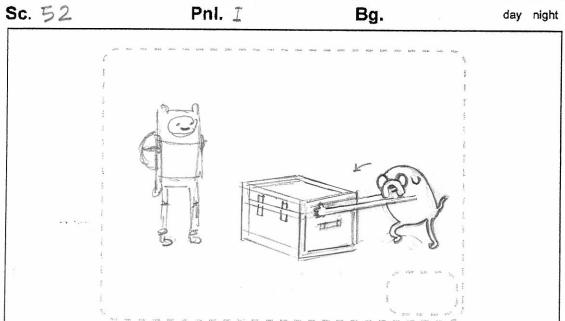
1014-

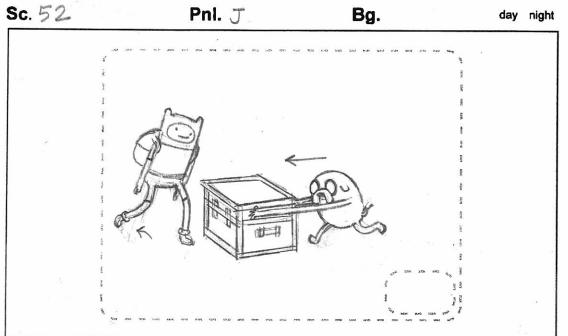
5

ADVENTURE TIME



Page 09 /





Dialog:

SFX: SHUUPT!

Action: - JAKE REACHES FOR TRUNK.

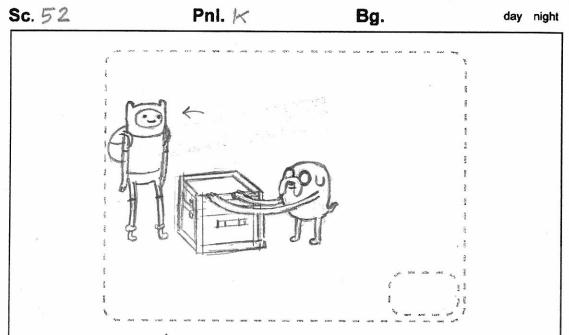
- JAKE PUSHES TRUNK FORWARD.

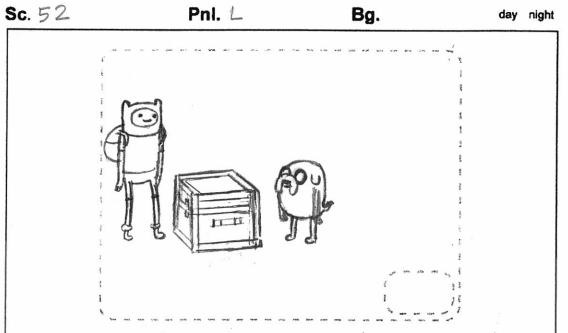
- F. STEPS BACK!

Timing:



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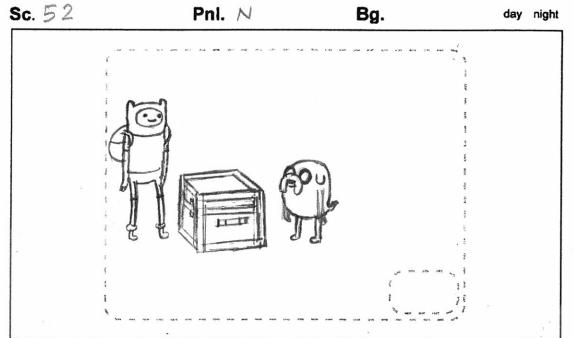




Dialog:			
	· · · · · · · · · · · · · · · · · · ·		
Action:			
Timing:			



Sc. 52 Bg. Pnl. M



l	D	a	0	g:
l				

SFX: PAT! PAT!

PB(FROM INSIDE TRUNK): EEK!

Action:

Timing:

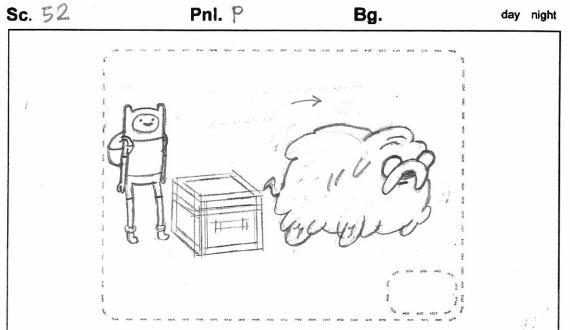
Production:

EPISODE#



og 094

Sc. 52 Pnl. 0 Bg. day night



Dialog:				
Action:	- JAKE STRETCHES	- JAKE CHANGES SHAPE		
Timing:				



Dage 095

53

EPISODE#

Sc. 52 Pnl. Q Bg. day night

Sc. 52

Pnl. R

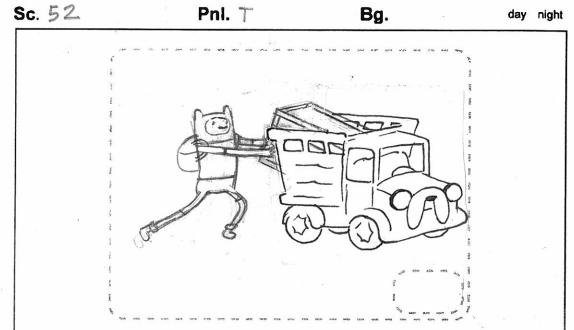
Bg. day night

Dialog:			
Action:	- JAKE SETTLES INTO FINAL SHAPE OF AN OLD TRUCK.	- FINN GRABS TRUNK.	
Timing:			



) 96

Sc. 52 Pnl. S Bg. day night



Dialog:			
Action:	Figure 1 1577 Tolling	<u> </u>	
	- FINN LIFTS TRUNK.	- FINN PLACES TRUN	11< 1

- FINN PLACES TRUNK IN JAKE / TRUCK.

Timing:

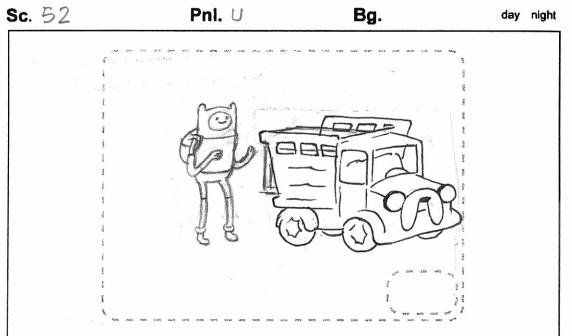
Production:

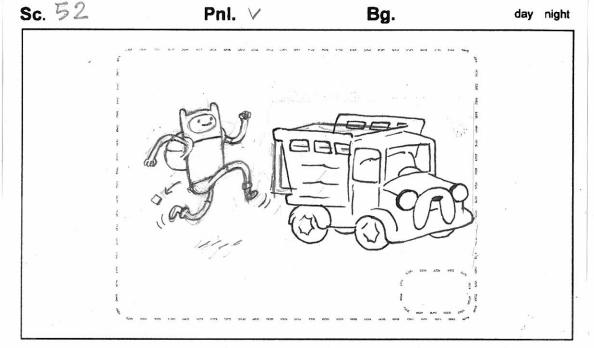
EPISODE#

Page 097

ADVENTURE TIME







Dialog:	
Action:	- FINN DOES AN ANTIC. RUN UNTIL A MATCH BOOK FALLS OUT OF HIS PANTS POCKET.
Timing:	

53



Sc. 52 Pnl. W Bg. day night

Sc. 52

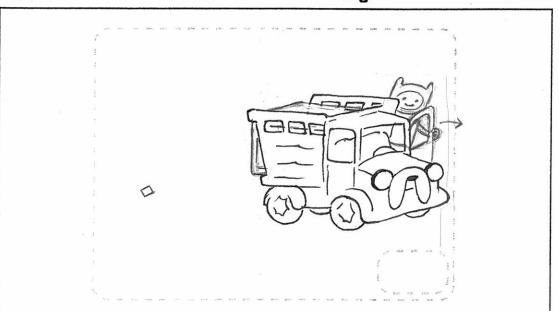
Pnl. \times

Bg.

day night

5

EPISODE#



ATT 8	
Dial	OCI:
per 1 per 1	-3.

Action:

-MATCHBOOK LANDS ON GROUND.

- FINN RUNS BEHIND JAKE TRUCK ON THE DRIVER'S SIDE.

- JAKE OPENS DOOR TO JAKE TRUCK.

Timing:



M 5

0

EPISODE#

Sc. 52 Pnl. Y Bg.

day night

Sc. 52

Pnl. Z

Bg.

day night

Dialog:

JAKEN! [ENGINE SOUNDS]

Action:

-FINN GETS INTO JAKE TRUCK AND CLOSES DOOR.

- JAKE STARTS UP (IN NEUTRAL)

Timing:



Sc. 52 Pnl. Z.A Bg.

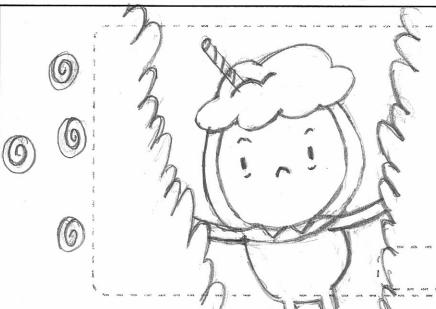
day night

Sc. 53

Pnl. A

Bg.

day night



Dialog:

JAKE: VRRRM!

Action:

- JAKE SHIFTS OUT OF NEUTRAL AND DRIVES OFF/S.

Timing:

Production:

EPISODE#



101

day night

53

014 -

EPISODE #

Sc. 53 Pnl. 3 Bg. day night

Sc. 53

Pnl. C

Bg.

Dialog:

Action:

- RBG RUBS HIS EYES.

- (BUSHES SETTLE BACK ON RBG).

- RBG PUSHES BUSHES OUT OF THE WAY AGAIN.

Timing:



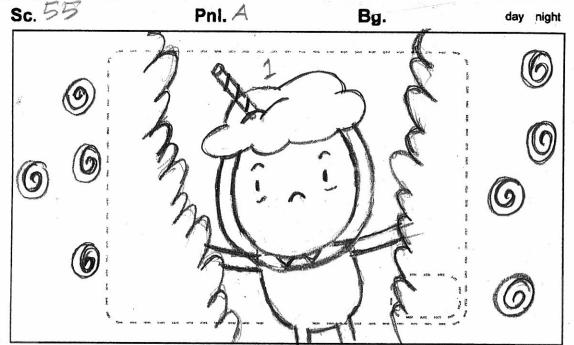
102

M

1014-

EPISODE#

Sc. Pnl. A Bg. day night



Dialog:

Action: - CLEARING ISEMPTY.

Timing:

2011 This material is the Pr



Page 103

Sc. 55 Pnl. B Bg. day night

Sc. 56 Pnl. A Bg. day night

Dialog:

Action:

- RBG LETS BUSHES FALL BACK

- RBG RUNS BACK TOWARDS HIS HOUSE.

Timing:

Production:

EPISODE#

2011 This material is the



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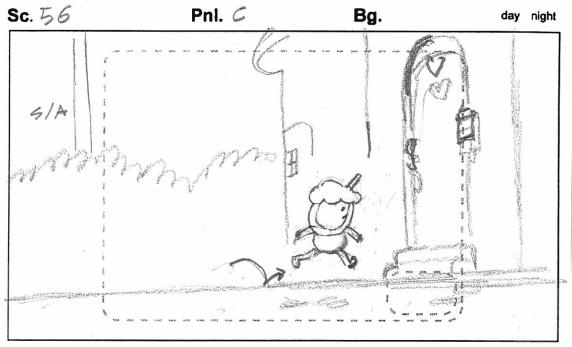
M

EPISODE#

Sc. 56

Pnl. B

Bg. day night



Dialog:		A continuous continuou	entranen en entranen en		
				4	
Action:	<u> </u>	4			
	*				
Timing:					
la la					

2011 This material is th

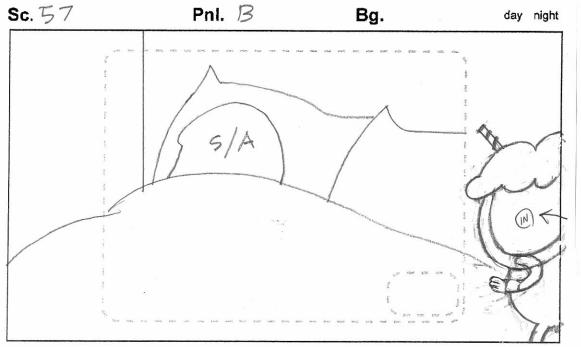


lo5

53

EPISODE#

Sc. 57 Pnl. A Bg. day night



Dialog:

SFX: THOOMP THOOMP THOOMP (FEET ON WALL-TO-WALL CARPET)

Action:

- RBG RUNS IN.

Timing:



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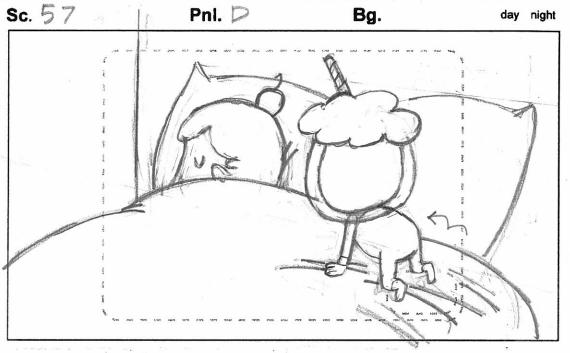
52

EPISODE#

Sc. 57

Pnl. G

Bg. day night



Dialog:

RBG: HEY, ARE YOU AWAKE?

Action:

- RBG JUMPS ONTO BED.

- RBG CRAWLS TO COSG.

Timing:



Sc. 57 Pnl. ∈ Bg. day night

Sc. 57

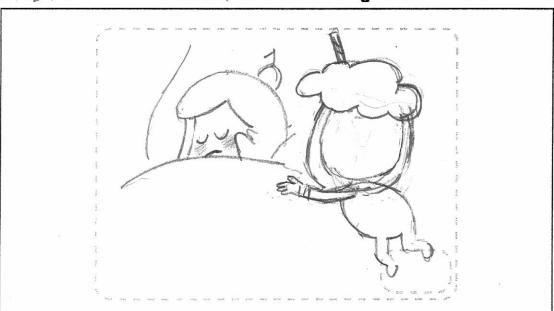
Pnl. F

Bg.

day night

5

EPISODE #



Dialog:

CCSG: NOT REALLY.

RBG: WELL, THIS IS GOING TO SOUND CRAZY,

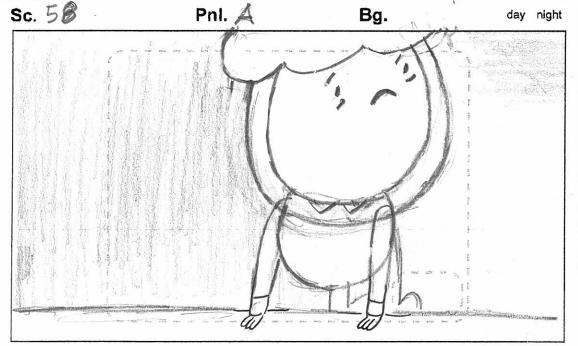
Action:

Timing:



Page 108

Sc. 57 Pnl. G Bg. day night



Dialog:	RBG:	BUT I	THINK I JUST SAW
		PRINCESS	RUBBLEGUM GET KIDNAPPED

Action:

- RBG LOOKS OFF-SCREEN.

[START POSE.]

Timing:

Production:

EPISODE#

2011 This material is the Prope



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53

01

EPISODE#

Sc. 58 Pnl. 8 Bg. day nigh Sc. 59

Dialog: RBG: AND THE PERPETRATORS WERE THAT FINN AND JAKE!

THAT SOUNDS LIKE AN
INTERESTING DREAM ...

Action:

Timing:

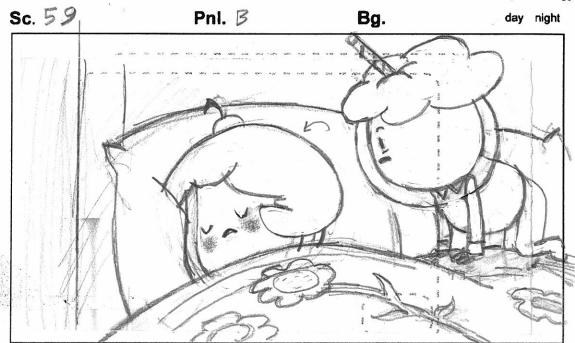


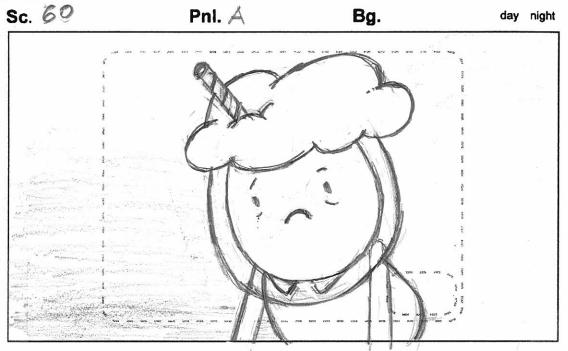
Page 110

53

014

EPISODE#





Dia	log:	
-----	------	--

CCSG: .,, ZZZ .,,

Action:

Timing:



Page _____

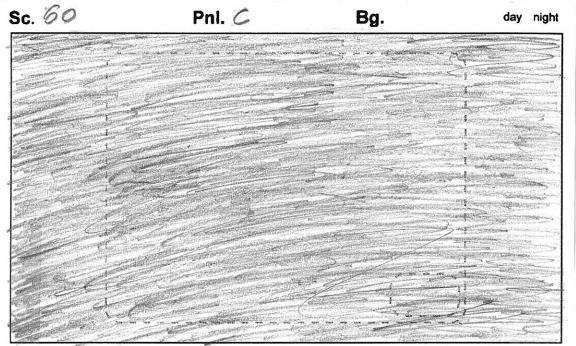
153

4

0

EPISODE#

Sc. 60 Pnl. 3 Bg. day night



Dialog:

RBG (TO HIMSELF) :

BUT ... BUT IT DID HAPPEN

Action:

- FADE TO BLACK.

Timing:



Sc. 6 Pnl. A Bg. day night

Sc. 62 Pnl. A Bg. day night

- RBG IS ASLEEP AT TYPEWRITER.

Dialog:

SFXS SERITCH, SCRITCH.

RBG: [SLEEPING]

Action:

- FADE IN FROM BLACK.
- EARLY MORNING.
- CANDY CAT SCRATCHES AT DOOR.

Timing:



Page | | 3

53

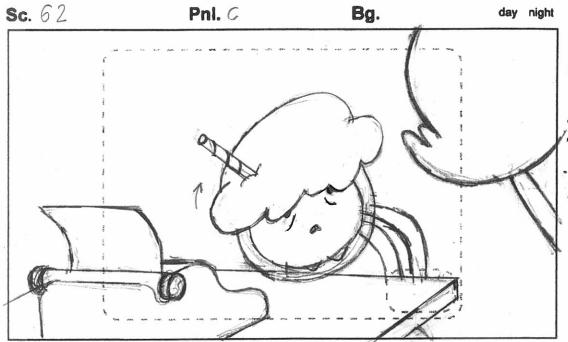
0

EPISODE#

Sc. 62

Pnl. B

Bg. day night



Dialog:

CCSG: YOU NEED TO --

CCSG: -- EAT SOMETHING BEFORE YOU GO TO WORK.

RBG: (STIRRING)

Action:

- CCSG LEANS ON/S.

- RBG WAKES UP.

Timing:



Sc. 63

Pnl. A

Bg.

day night

Sc. 64

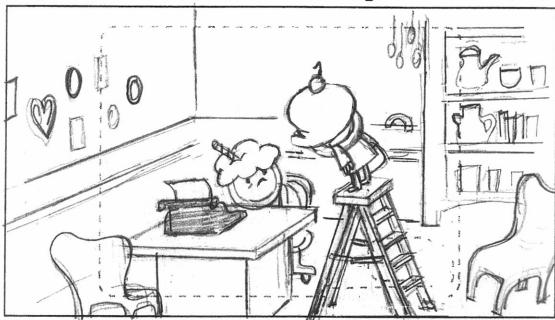
Pnl. A

Bg.

day night

M 10

EPISODE #





Dialog:

CCSG: AND YOU CAN'T KEEP FALLING ASLEEP AT YOUR TYPEWRITER. IT'S BAD FOR YOUR BACK.

COSG: AND BESIDES, I MISS YOU AT NIGHT.

Action:

- CCSG LOOKS DOWN FROM A STEPLADDER.

Timing:



3 5

01

EPISODE#

Sc. 65 Pnl. A Bg. day night

Sc. 65

Pnl. B Bg. day night

Dialog:

RBG: I'M --

-- SORRY, SWEETIE. I COULDN'T RBG:

Action:

Timing:



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53

10

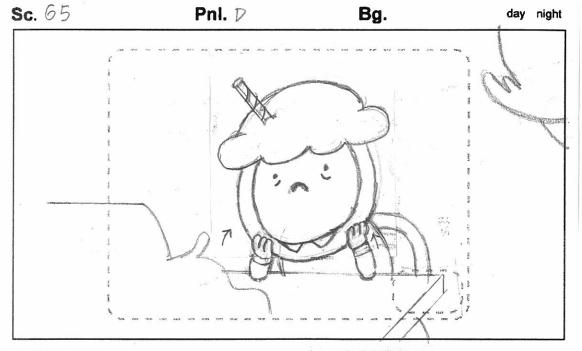
EPISODE#

Sc. 65

Pnl. C

Bg.

day night



Dialog:	RBG:	I	THOUGHT	I'D	GET
		SOM	E		

RBG: -- WORK DONE. I COULDN'T STOP THINKING ABOUT --

Δ	rí	ic	n:
7	U	, I C	ш.

Timing:



Dags 117

53

01

EPISODE#

Sc. 65

Pnl. E

Bg.

day night

Sc. 65

Pnl. F Bg. day night

Dialog:

RBG: -- THAT WEIRD STUFF I SAW LAST NIGHT WHEN I -- RBG: -- WAS PEEKING THROUGH THE BUSHES!

Action:

Timing:



Sc. 65 Pnl. G Bg.

Sc. 65

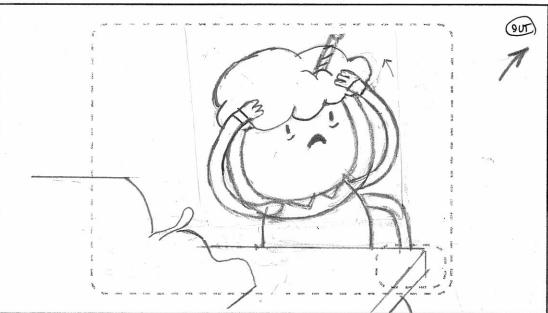
Pnl. H

Bg.

day night

3 5

EPISODE #



Dialog:

RBG: I'VE BEEN TRYING TO PUT THE PIECES TOGETHER IN -

RBG: -- MY HEAD!

Action:

CCSG LEANS OFFIS.

Timing:



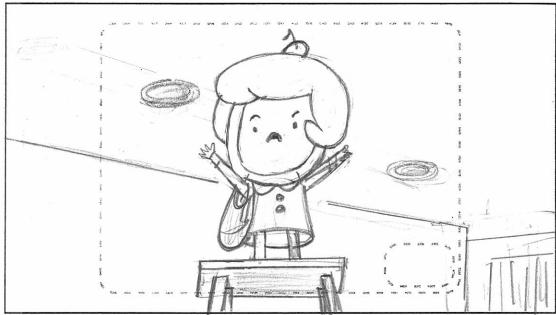
Sc. 66 Pnl. A Bg. day night

Sc. 66

Pnl. B

Bg.

day night



	-		
ni	91	og	
ν	a.	vu	
		-3	=

COSG: PEEKING THROUGH THE BUSHES !?

Action:

[START POSE.]

Timing:

Production:

EPISODE#



Sc. 66 Pnl. C Bg.

Sc. 66 day night

Pnl. D

Bg.

day night

M 5

EPISODE#

Dialog:

CCSG: LISTEN TO YOURSELF!

SFX: CLANK! (FOOT ON STEPLADDER.)

You'VE BEEN --6656:

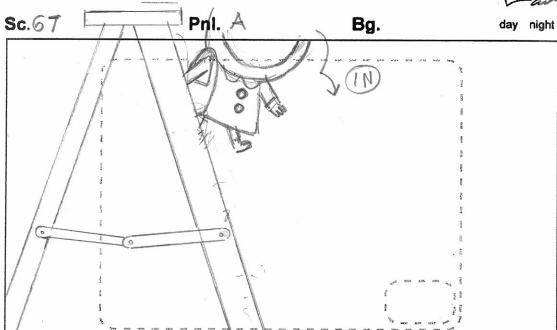
Action:

- CCSG TURNS, AND STARTS TO DESCEND STEPLADDER.

- CCSG DESCENDS STEPLADDER.

Timing:





Pnl. B Sc. 67 Bg.

Dialog: CCSG: -- WARPING YOUR MIND WITH --

COSG: -- ALL THIS MYSTERY STUFF. I SWEAR,

Action:

- CCSG DESCENDS STEPLADDER.

- COSG DESCENDS STEPLADDER, AND GOES OFFIS.

Timing:



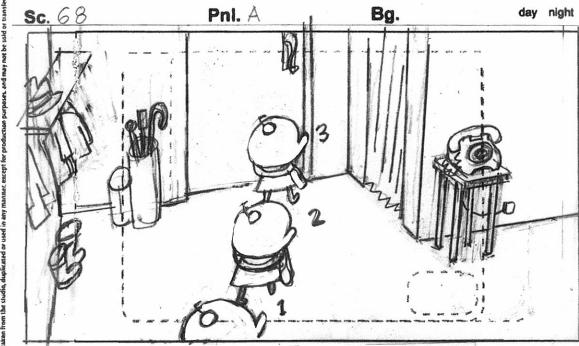
Page 122

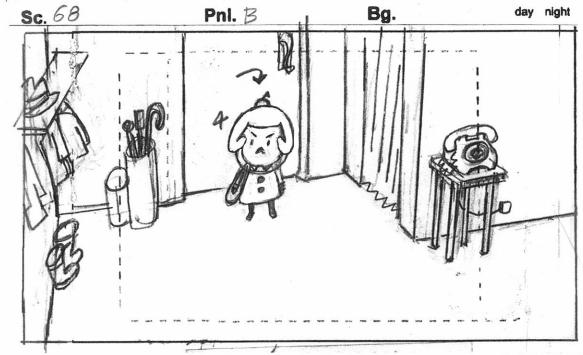
53

7

0

EPISODE#





Dialog:

LOVE THAT NOVEL OF YOURS

MORE THAN YOU LOVE -

GGSG: -- ME! YOU'VE BEEN --

Action:

- CCSG WALKS ON/S AND TOWARDS DOOR.

- GGSG TURNS AROUND.

Timing:

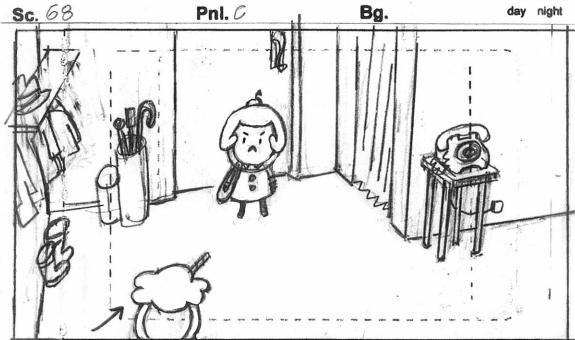


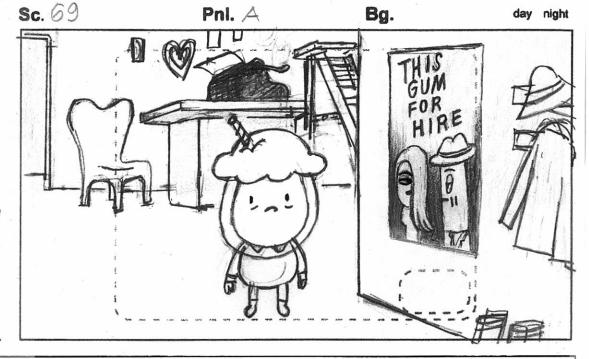
Page 123

53

014

EPISODE #





Dialog: CCSG: -- WORKING ON IT --

CGSG (0.5.) -- EVERY NIGHT FOR TEN YEARS, AND FOR WHAT?

Action:

- RBG WALKS IN.

- RBG BLINKS.

Timing:

Production:

2 2011 This material is the Prop



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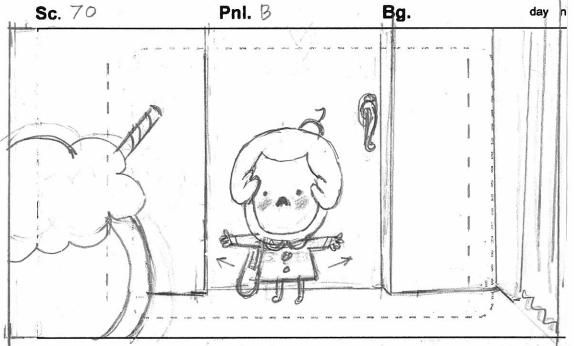
53

EPISODE#

Sc. 70

Pnl. A

Bg. day night



Dialog:	ccs6:	Look	

COSG: -- AT ME, ROOT BEER GUY! I'M A --

Action:

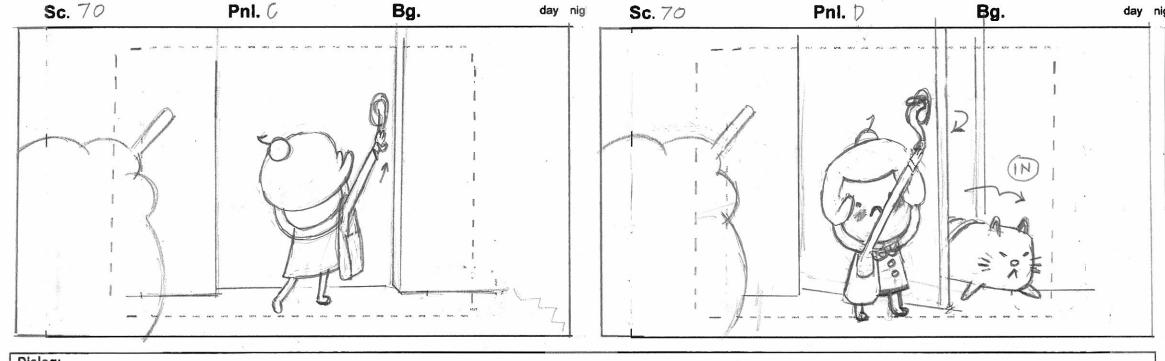
Timing:



Page 125

53

EPISODE#



Dialog:

CCSG: -- CHERRY CREAM GODA,

CCSG: AND I HAVE THE SAME NEEDS
AS ANY OTHER
CHERRY CREAM SODA!

Action:

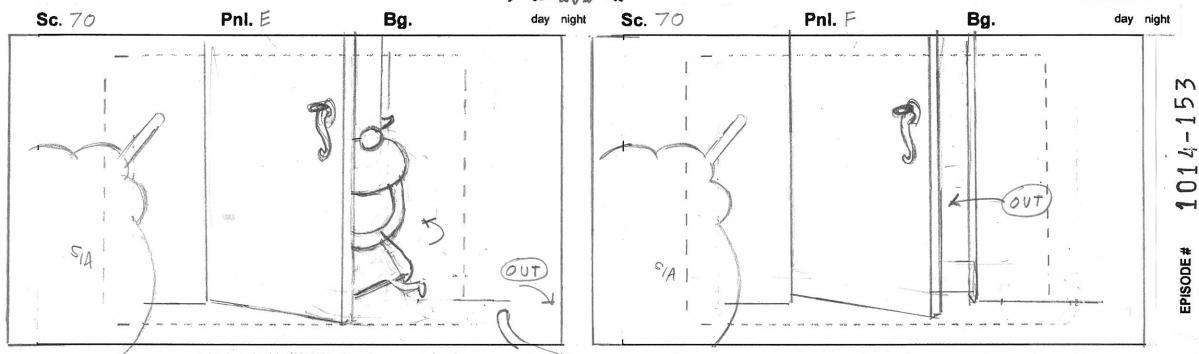
- CCSG TURNS AND REACHES FOR DOOR KNOB

- CCSG OPENS DOOR. - CANDY GAT WALKS IN.

Timing:



Page | 26



Dialog:

CCSG: OR EVEN DIET CHERRY CREAM SODA!

Action:

Timing:

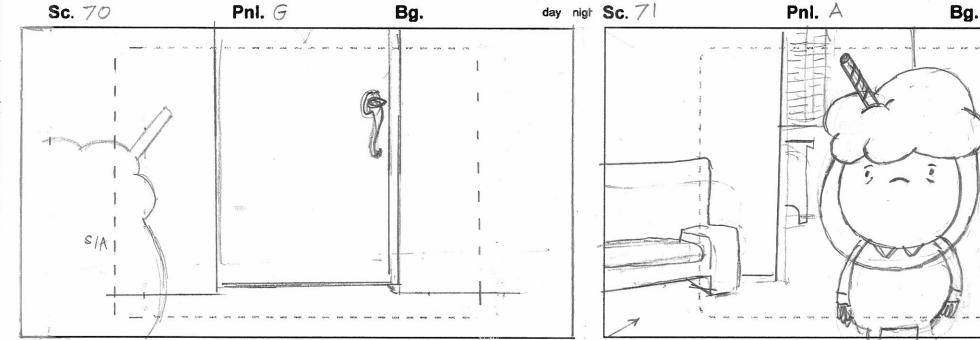


day night

M 5

01

EPISODE#



	AND	PROPERTY AND ADDRESS OF THE PROPERTY OF THE PR
1	RBG (V.O.): I DIDN'T	1

Dialog:

SFX: SHUT! (FIRMLY.)

KNOW WHAT TO SAY

Action:

DRIFT IN A BIT. CAMERA =

Timing:

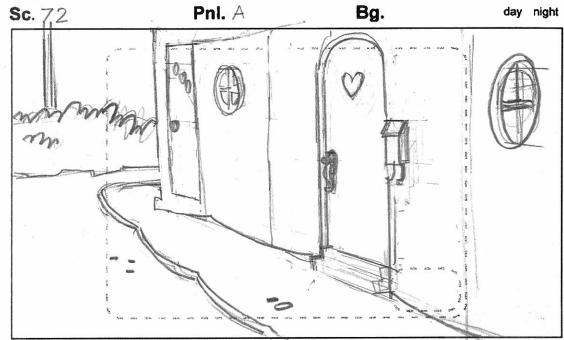


3 5

01

EPISODE #

Sc. 71 Pnl. B Bg. day night



Dialog:	RBG	(V.o.):	"	BU.	T JOE	MILKSHAKE	WAS
	-	N	EVER	A ·	TALKY	GUY.	

RBG (V.O.): ON MY --

on:
UII.

X-DISSOLVE

- EXT. RBG'S HOUSE. - MORNING, ABOUT 9 AM.

Timing:



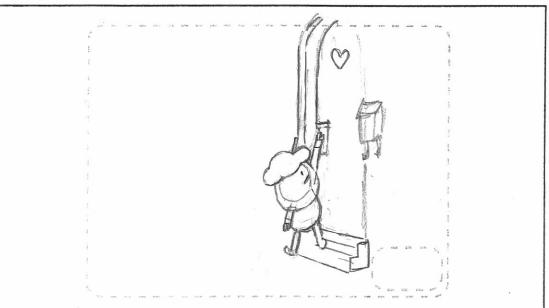
Pnl. B Sc. 72 Bg.

Sc. 72

Pnl. C

Bg.

day night



Dialog:

RBG(V.O.): WAY TO WORK

RBG (V.O.): THAT MORNING,

Production:

01

EPISODE#

Action:

Timing:



130

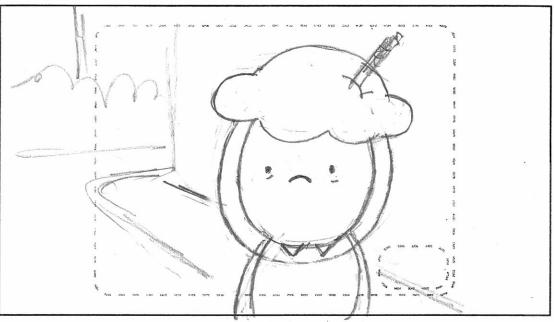
53

01

EPISODE#

Sc. 72 Pnl. D Bg. day night

Sc. 72 Pnl. E Bg. day night



RBG (V.O.): A SECOND LOOK

Action:

Timing:



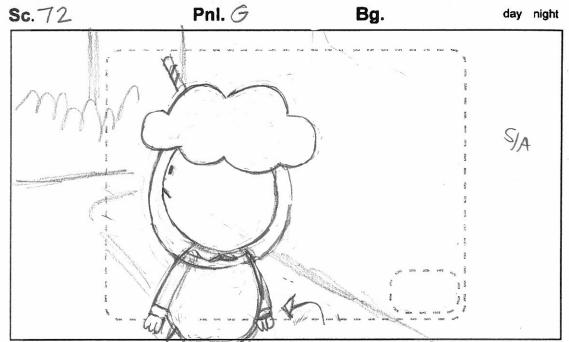
Page 131

53

014.

EPISODE#

Sc. 72 Pni. F Bg. day night



Dialog:

RBG (V.O.): AT THE CRIME SCENE.

Action:

-RBG TURNS AROUND.

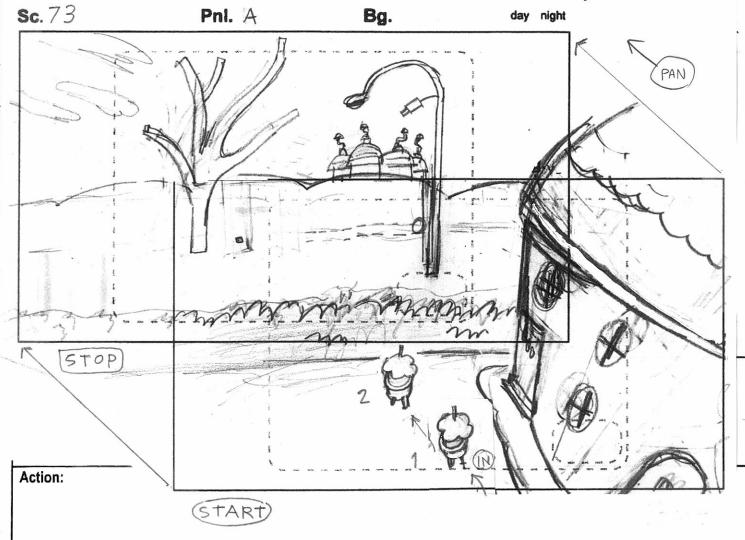
-RBG WALKS TOWARDS BUSHES

Timing:



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53



Dialog:

RBG (V.O.) WAS THE DOLL RIGHT?

HAD I DREAMED --

Production:

2011 This material is the

Timing:



Sc. 73

Pnl. B

Bg.

Sc. 74

Pnl. A

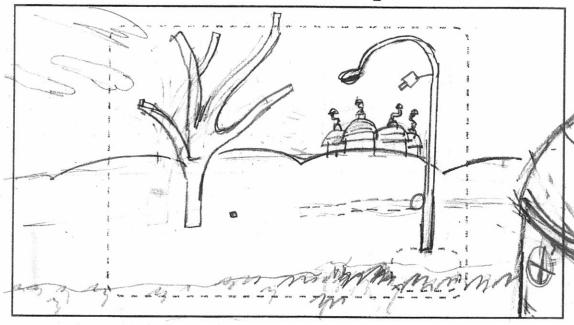
Bg.

day night

M 5

0

EPISODE#



Dialog:

RBG (V.O.): ... UP THE WHOLE KABOODLE?

RBG(V,O,): ... THAT WAS SOMETHING TO CHEW ON AS I --

Action:

- CAMERA GETS AHEAD OF RBG AND HOLDS ON THE VACANT LOT FOR A FEW SECONDS.

- RBG SHOVES HIS WAY THROUGH THE BUSHES.

Timing:



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3

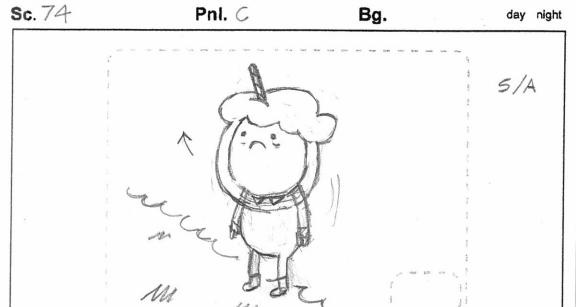
5

7

0

EPISODE#

Sc. 74 Pnl. B Bg. day night



Dialog: RBG(V.O.): SHOVED THROUGH THE BUSHES.

Action:

-RBG LOOKS UP.

Timing:



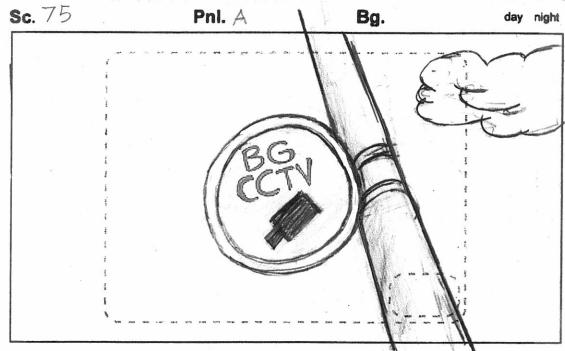
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53

0

EPISODE#

Production:



Sc. 75 Pnl. B Bg. day night

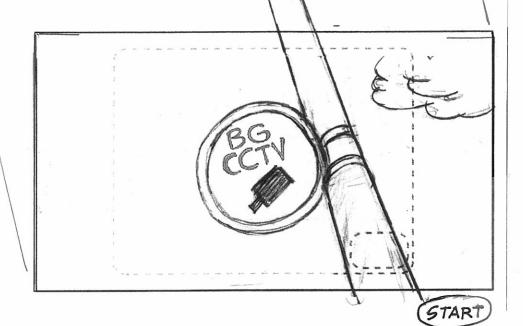
Dialog: RBG(v,o,):HM.

Action: ASSTART ON SIGN.

B: PAN UP TO SECURITY CAMERA.

O: HOLD ON SECURITY CAMERA.

Timing:



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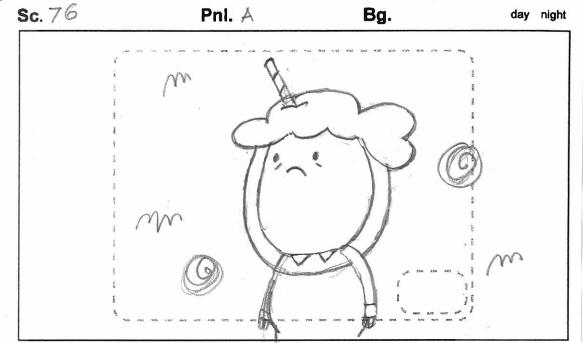
EPISODE #

Sc. 75

Pnl. C

Bg.

day night



Dialog:	R	BG	(V.	0.)	:	MM

Action:

Timing:

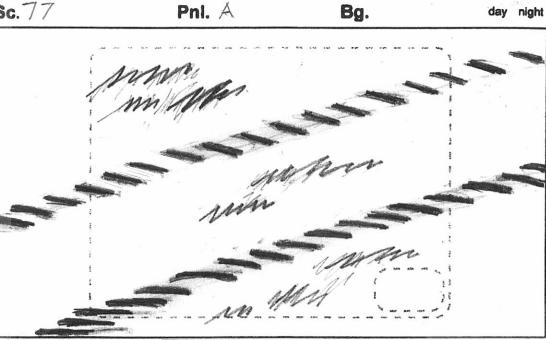


5

EPISODE#

Sc. 76 Pnl. B Bg.

Sc.77



Dialog:

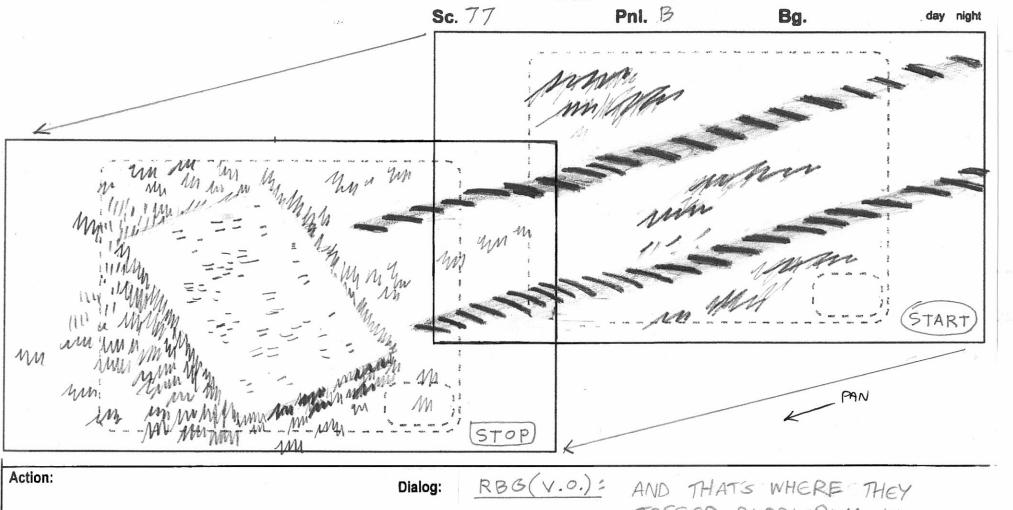
RBG (V.O.): DEFINITELY TIRE TRACKS.

Action:

-RBG LOOKS DOWN,

Timing:





EPISODE#

M 2

TOSSED BUBBLEGUM IN --

Timing:

-PAN OVER TO IMPRESSION IN GRASS.

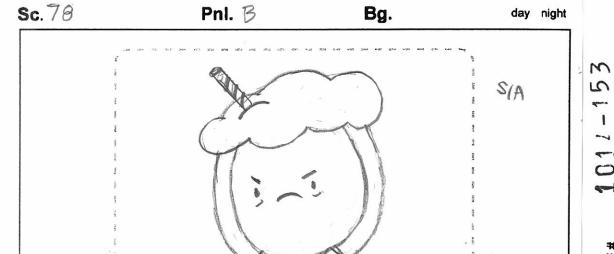


Page 139

Sc. 78

Pnl. A

Bg. day night



Dialog:

RBG (v.o.):

A STEAMER TRUNK!

Action:

- RBG FURROWS HIS BROW.

Timing:

Production:

EPISODE#



Sc. 78 Pnl. C Bg.

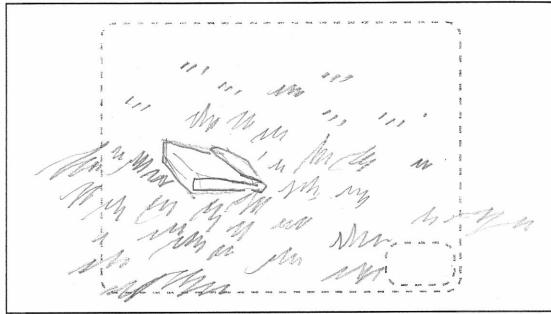
Sc. 79

Pnl. A

Bg.

day night

B 5



Dialog:

RBG (V.O.) = AND WHAT'S --

RBG(V.O.): -- THIS? ...

Action:

- MATCHBOOK LYING IN THE GRASS.

Timing:



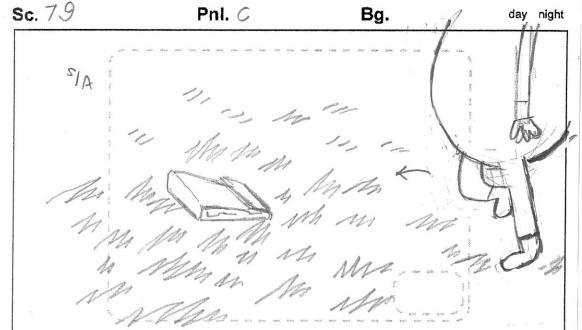
Page | 4 |

3

5

EPISODE #

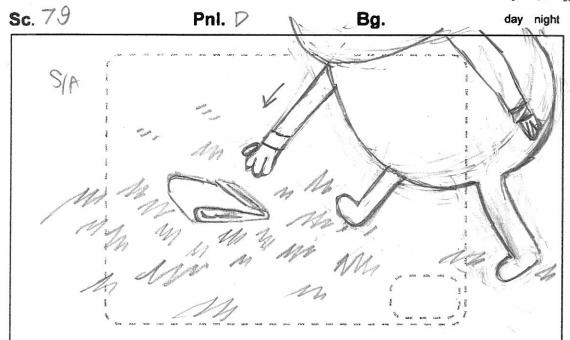
Sc. 79 Pnl. B Bg. day night

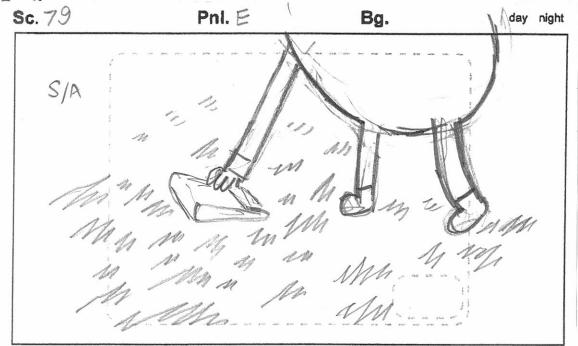


Dialog:				
ir ir		* 9		
				-
Action:	- RBG WALKS ON/S	-RBG	WALKS TOWARDS	MATCHBOOK.
Timing:				



Page 14-2





Dialog:		
Action:	- RBG REACHES FOR MATCHBOOK	- RBG GRABS MATCHBOOK.
Timing:		

EPISODE#

53

014 -



M 5

01

EPISODE#

Sc. 79

day night

Pnl. F Bg. STOP PAN

Dialog: RBG (V.O.): A BOOK OF ... MATCHES! Action: - RBG LIFTS MATCHBOOK. - PAN W/ ACTION Timing:

START



Sc. 80 Pnl. A Bg. Arestings FROM

Sc. 81

Pnl. A

Bg.

day night

3 5

01

EPISODE #



THE REAL PROPERTY.	-
Dia	loa.
	vy.

RBG (V.O.): ... LAKE BUTTERSCOTCH ?

Action:

- RBG LOOKS AT MATCHBOOK.

Timing:



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53

1014

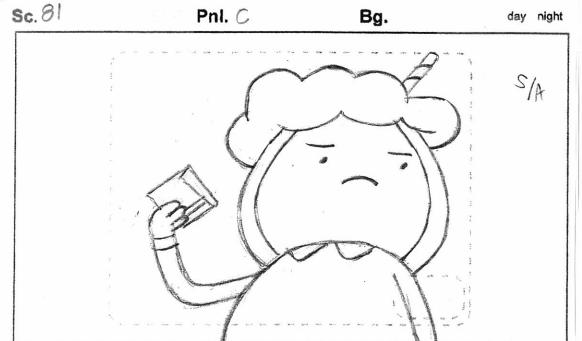
EPISODE#

Sc. 81

Pnl. B

Bg.

day night



Dialog:

RBG: HMPH.

Action:

- RBG LOOKS AWAY, THINKING.

Timing:



Page 145 A

53

EPISODE #

Sc. 81

Pnl. D

Bg.

day night



Dialog:	CANDY BOSS (0/S) ECHO ROOT BEER GUY	CANDY BOSS; (0/S) ROOT BEER GUY
Action:	- RBG LOOKS LEFT	-RBG LOOKS UP.

Timing:

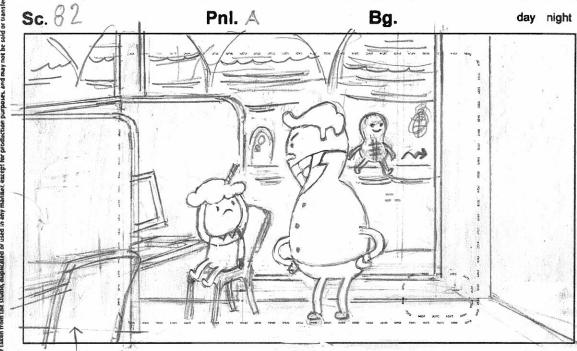


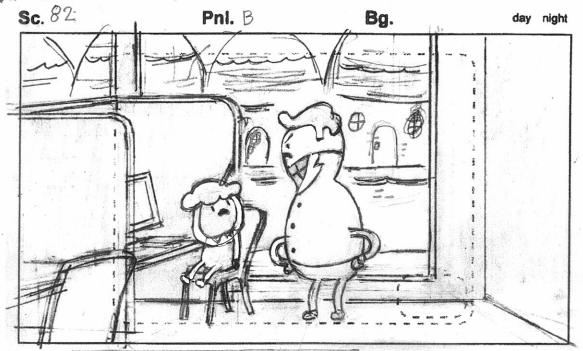
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53

0

EPISODE #





Dialog:

CANDY BOSS: ROOT BEER GUY! HOW MANY BOTTLES OF PRODUCT YOU SELL THIS MONTH?

RBG = ZERO.

Action:

- DAYTIME (LIKE 4 IN THE AFTER NOON).
- PEANUT CANDY WALKS BY IN THE BACKGROUND.
- NOBODY IS SITTING BESIDE RBG.

Timing:



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P. 148-

5

0

EPISODE#

Sc. 32 Pnl. C Bg. day night Sc. 32 Pnl. D Bg. day night

Dia	log:
-----	------

CANDY BOSS: GREAT!

CANDY BOSS: AT LEAST YOU CAN COUNT TO ZERO!

Action:

Timing:



P.148-

3 5

EPISODE#

Sc. 84 Pnl. A Bg.

Pnl. B Sc. 84 Bg. day night

Dialog:

NO scence 83

CANDY BOSS: VOICE BACK TO NORMAL SOUND)

AND ZERO AIN'T EVEN A NUMBER, CANDY BOSS: ONE MORE CHANCE! IT'S A CONCEPT! ONE IS A NUMBER - AS IN --

Action: - CANDY PERSON WALKS BY OUTSIDE WINDOW.

Timing:

ADVENTURE TIME 分级源



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53

EPISODE#

Sc. 84 Pnl. C Bg. day night Sc.

Sc. 94 Pnl. D Bg. day night

Dialog:

RBG: YOU KNOW, MAYBE IF YOU'D GIVE ME THE NEW LEADS.

CANDY BOSS: YOU HAVEN'T EARNED THE NEW LEADS!

Action:

- CB WALKS OFF/S.

Timing:

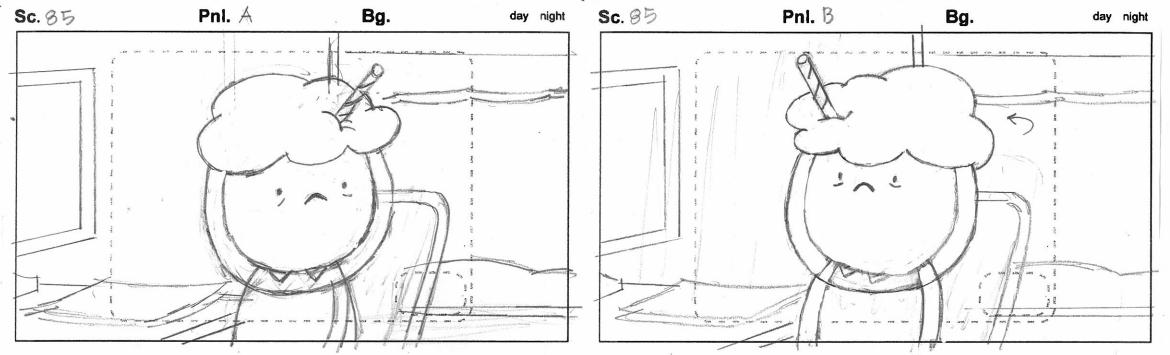


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0

EPISODE#



-	Dialog:	SFX:
- 1		- 1

FX: COMPUTER KEYBOARDS CLICKING, PHONES RINGING.

Action:

-RBG BLINKS.

- RBG LOOKS AROUND SLOWLY.

Timing:



Sc. 86

Pnl. A

Bg.

Sc. 87

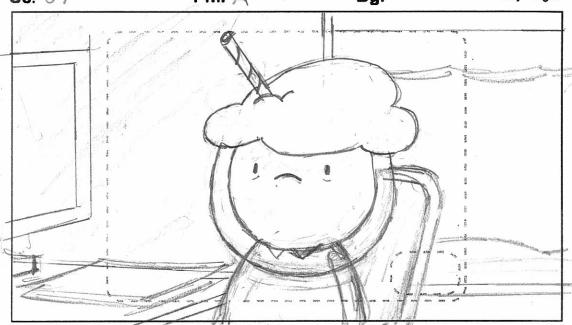
Pnl. A

Bg.

day night

3 5

EPISODE #



Dialog:

SFX: * DRAMATIC STING *

Action:

-F+J STAND OUTSIDE RBG'S WINDOW.

Timing:

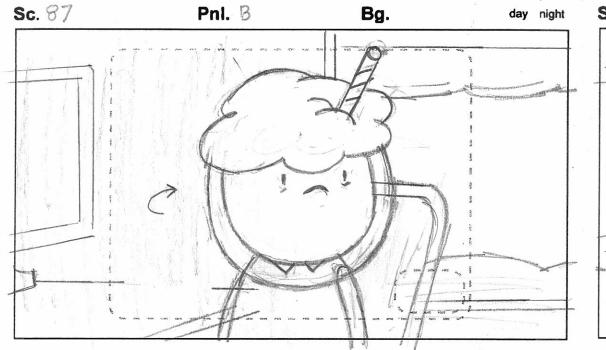


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0

EPISODE#



Sc. 97 Pnl. C Bg. day night

Dialog:

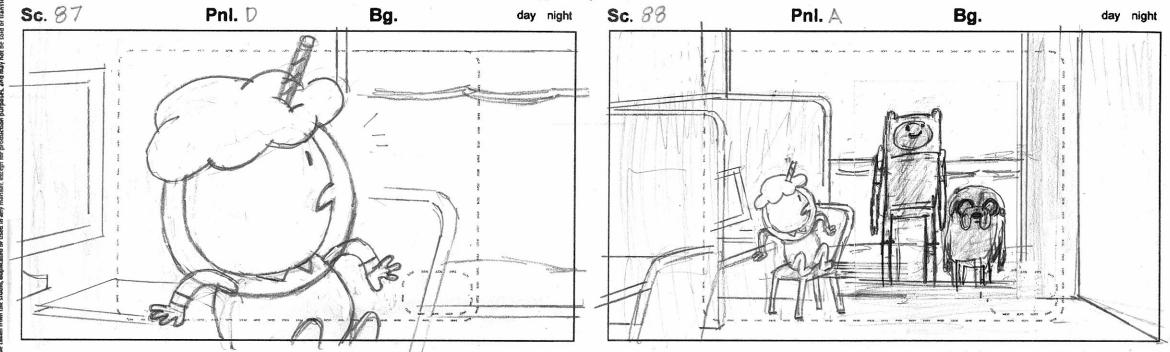
Action:

- RBG SLOWLY TURNS HIS HEAD.

Timing:



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Dialog:	RBO
	11/

BG: [GASP]

Action:

-FINN + JAKE STAND OUTSIDE THE WINDOW, LOOKING IN.

Timing:

Production:

EPISODE#



Sc. 88

Pnl. B

Bg.

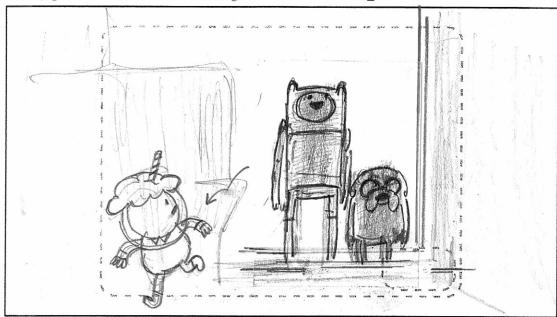
Pnl. C

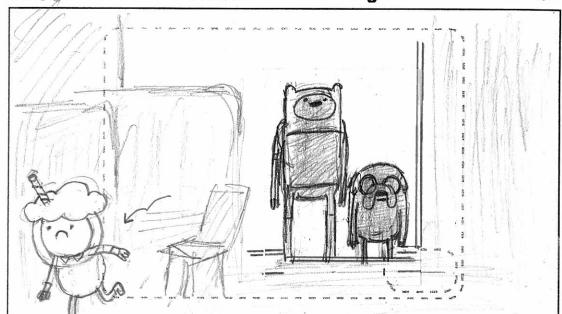
Bg.

day night

5

EPISODE#





-		
113	12	loa:
_	164	wy.

Action:

-RBG JUMPS OUT OF CHAIR.

- (FINN TALKS BUT WE DON'T HEAR HIM.)

Timing:



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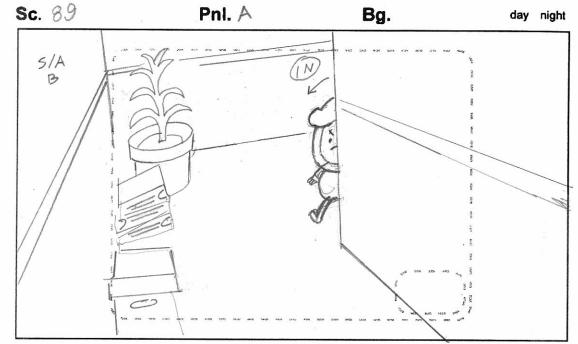
53

EPISODE #

Sc. 88

Pnl. D

Bg. day night



Dialog:

RBG : [FAST BREATHING]

Action:

-RBG RUNS OUT.

- JAKE TALKS (WE DON'T HEAR HIM).

- RBG ROUNDS CORNER.

Timing:



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53

EPISODE#

Sc. 89 Pnl. B Bg. day night

Sc. 89

Pnl. C

Bg. day night

Dialog:

Action:

-RBG HURRIES DOWN HALL.

Timing:

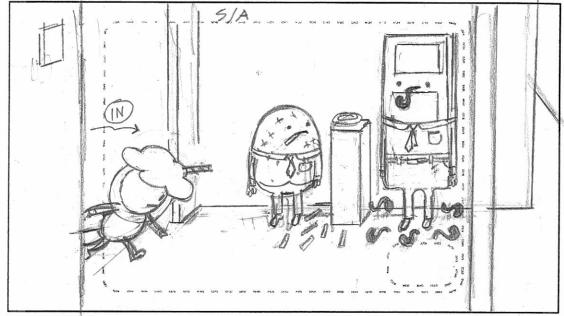


M 5

0

EPISODE #

Sc. 90 Pnl. A Bg. day night Sc. 90 Pnl. B Bg. day night



Dialog:

CHOCOLATE BAR GUY: CHIP CHOCOLATE

DOES MORE CLOSING ...

CHOCOLATE BAR GUY: ... BECAUSE HE HAS THE LEADS.

GUM DROP GUYS E-EXACTLY! IT'S ...

Action:

- DOOR OPENS

- RBG BARGES OUT THROUGH DOOR.

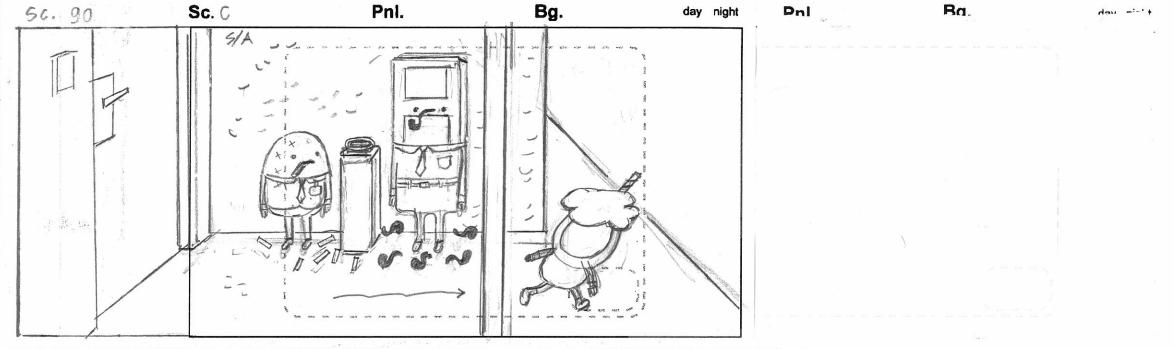
Timing:



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53

EPISODE#



		processor and the same of the
Dialog:	14	ADT
	7	ヘトリ

PAN W RBG

> STOP

CHOCOLATE BAR GUY: HEY, ROOT BEER GUY.

Action:

- RBG WALKS RIGHT PAST CHOCOLATE BAR.

-PAN W/ RBG

Timing:



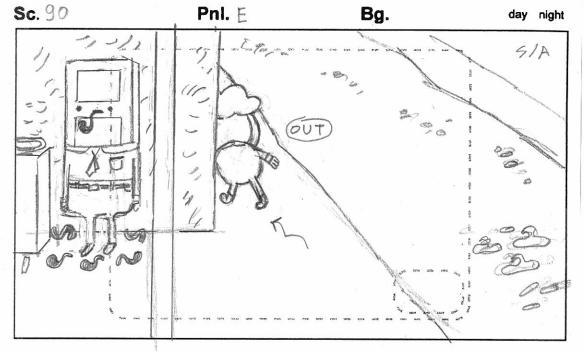
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53

01

EPISODE#

Sc. 90 Pnl. P Bg. day night



Dialog:

113

GUM DROP GUY: ... IT'S, IT'S ALL ABOUT
THE LEADS!

Action:

-RBG LOOKS AROUND CORNER.

-RBG WALKS AROUND CORNER.

Timing:



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53

EPISODE #

Sc. 91 Pnl. A Bg. day night Sc. 91 Pnl. Bg. day night

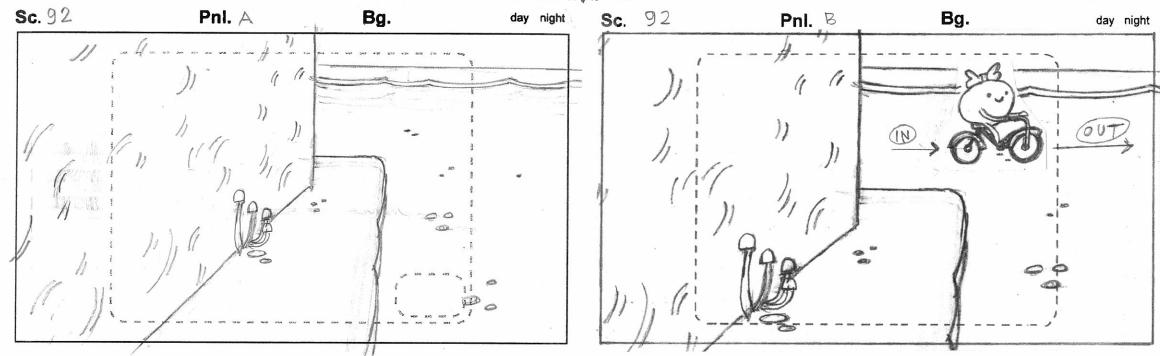
n	ia	lo	~
_	10	iO	y

Action:

Timing:



Dage | 63



Dialog:

SFX: CH-CHING! (BICYCLE BELL.)

Action:

-RBG'S POV

Timing:

Production:

EPISODE #



day night

5

EPISODE#

Sc. 93 Pnl. A Bg. day night BG)

Sc. 93

(36)

Bg.

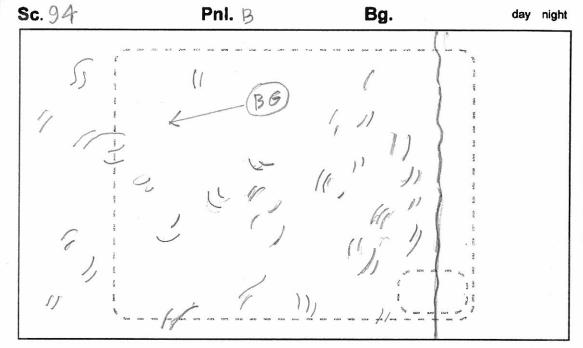
Pnl. B

Dialog:		-	
Action:			
Timing:	***************************************		



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Sc. 94 Pnl. A Bg. day night



Dialog:		f		- Annya dan
Action:	-RBG'S POV OF STUCCO WALL.			
Timing:				

EPISODE#

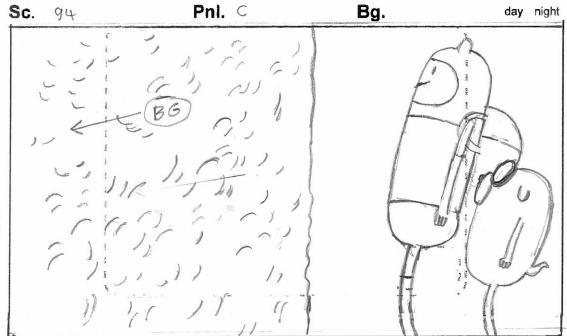


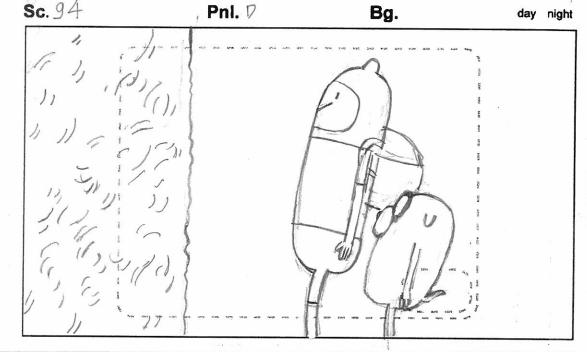
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01

EPISODE#





20.000		_
	_	
	а	ına

FINN: SEE ? I TOLD YOU, IT'S CANDY STUCCO.

STUCCO FEELS GREAT.

Action:

- RBG ROUNDS CORNER.

- [STOP BG PAN]

Timing:

*

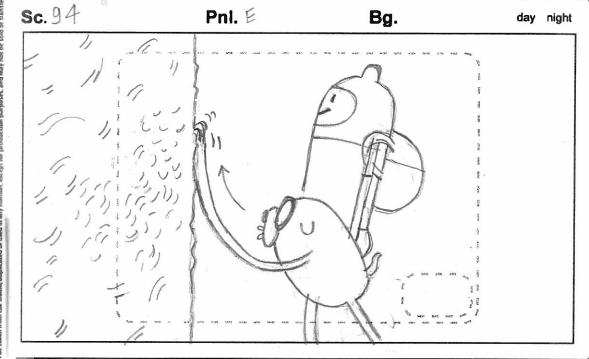
ADVENTURE TIME

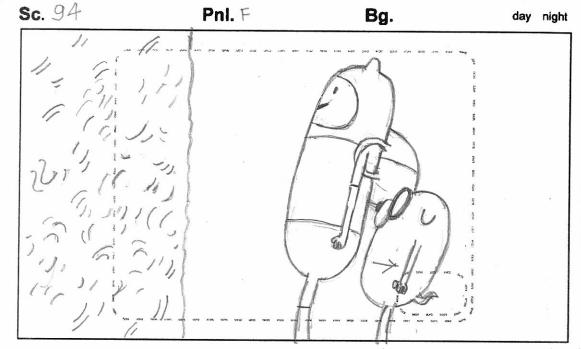


Page | 67

3

EPISODE #





Dialog:

JAKE: MAM! LUMPY. CRUSTY.

JAKE: WHEN YOU'RE RIGHT, YOU'RE RIGHT.

Action:

- JAKE FEELS WALL.

Timing:



Sc. 95 Pnl. A Bg.

day night

Sc.95

Pnl. B

Bg.

day night

3

EPISODE #

SIA

Dialog:

RBG: ALRIGHT, YOU TWO, WHAT WERE YOU --

Action:

- RBG SHAKING.

Timing:



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53

0

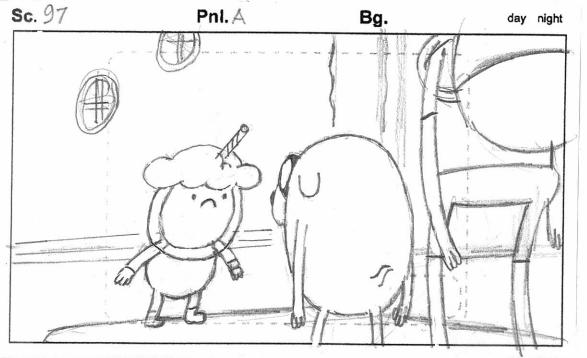
EPISODE #

Sc. 96

Pnl. A

Bg.

day night



Dialog:

RBG: -- DOING LAST NIGHT WITH PRINCESS BUBBLEGUM!

RED INDIE

Action:

[START POSE]

Timing:



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53

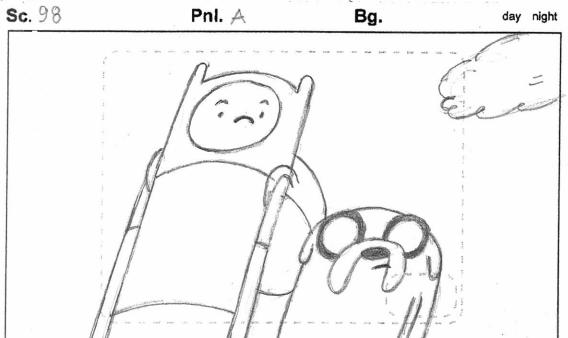
EPISODE#

Sc. 97

Pnl. B

Bg.

day night



Dialog:

RBG : KIDNAPPING HER, PERHAPS ?

Action:

Timing:



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53

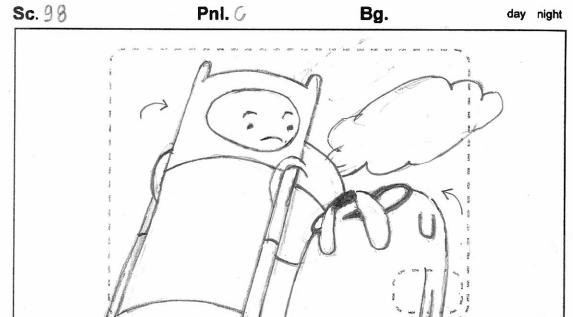
10

EPISODE#

Sc. 98

Pnl. B

Bg. day night



Dialog:

FINN : , UHHH. . .

JAKE: OOOM.

JAKE - WE WERE AT HOME LAST NIGHT.

Action:

Timing:



Sc. 98 Pnl. D Bg.

Sc. 98

Pnl. E

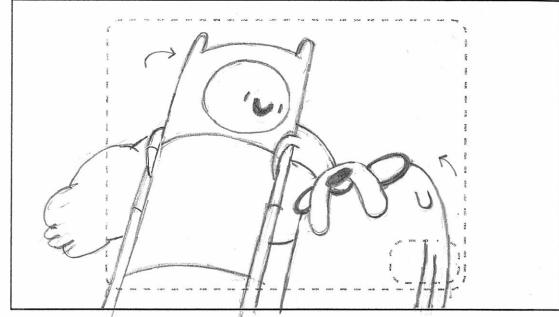
Bg.

day night

M 5

0

EPISODE#



Dialog:

FINN: YEAH, I REMEMBER VERY CLEARLY WE WERE DOING THAT ...

FINN: ... THING.

Action:

- FINN AND JAKE LOOK AT EACH OTHER.

Timing:



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53

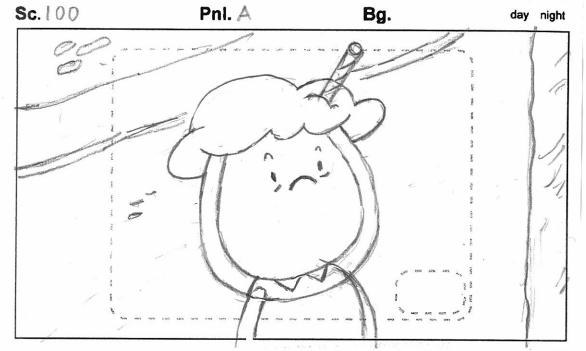
EPISODE #

Sc. 99

Pnl. A

Bg.

day night



Dialog:

JAKE: OH, YEAH, THAT WAS A
GREAT THING WE WERE
DOING AT HOME WITH --

JAKE (O,S.): -- NO OTHER WITNESSES.

Action:

Timing:



Sc. 101 Pnl. A Bg.

Sc. 101 day night

Pnl. B

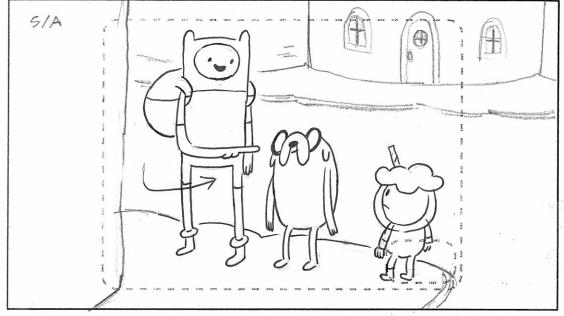
Bg.

day night

M S

014

EPISODE #



Dialog:

FINN: -- WE'RE EACH OTHER'S WITNESSES.

Action:

Timing:

3 S

EPISODE#

ADVENTURE TIME



Sc. 101

Pnl. C

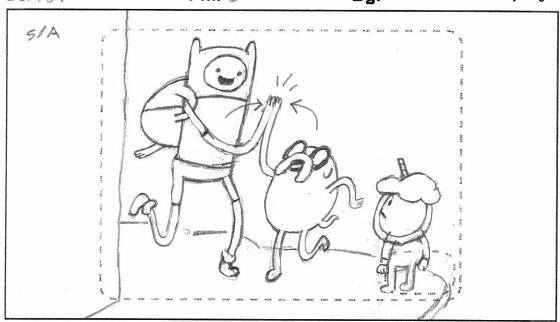
Bg.

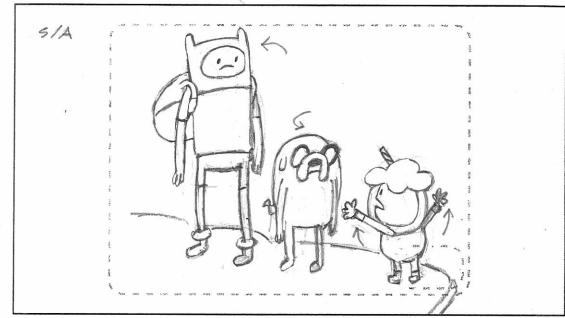
Sc. |0|

Pnl. D

Bg.

day night





Dialog:

FINN - Z YEAH!

RBG: BUT I SAW YOU!

Action;

-FINN + JAKE HIGH FIVE EACH OTHER. -RBG WAVES HIS ARMS

Timing:



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Sc. |0| Pnl. E Bg. 5/A

Sc. 102 day night

Pnl. A

Bg.

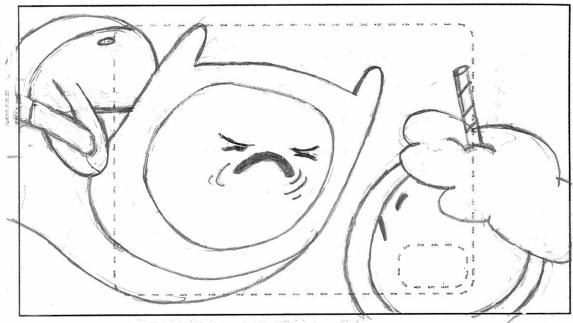
day night

M 5

4 01 ~

EPISODE #

Production:



Dialog:

FINN: LOOK, MAN. YOU DIDN'T SEE NOTHING!

Action:

- FINH LEANS IN CLOSE TO RBG.

SQUINTS AT RBG THREATENINGUT.

Timing:

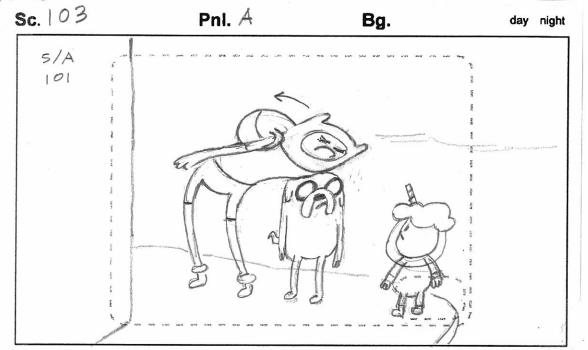


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EPISODE#

Sc. 102 Pnl. B Bg. day night



	-
Dia	log:

Action:

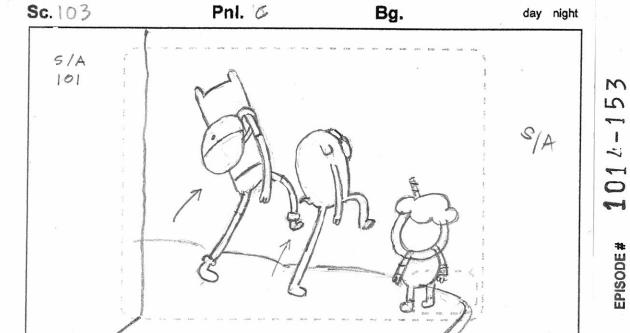
FINN LEANS BACK OFF/S.

Timing:

2011 This material is the



Sc. 103 Pnl. B Bg. 5/A 101



Dialog:

Action:

- FINN AND JAKE HAUGHTY ANTIC.

Timing:

Production:

EPISODE#

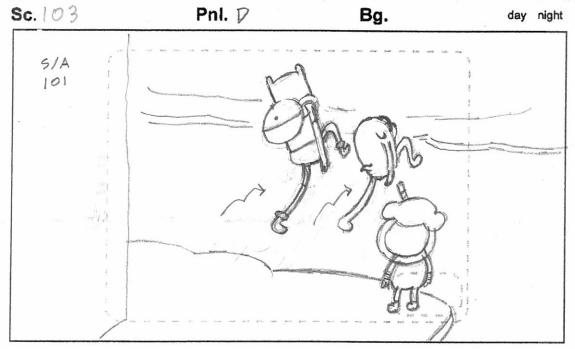


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53

01

EPISODE#



Sc. 103

Pnl. E Bg. day night

	Dialog:			
	<u>*</u>			
	,	•		
	Action:	- FINN AND JAKE WALK OFF (IN UNISON)		
Ì	Timing:			



180

53

01

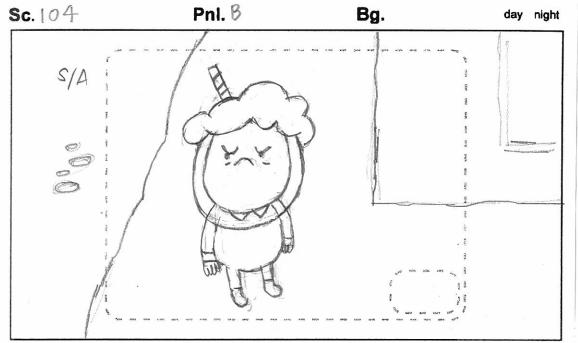
EPISODE#

Sc. 104

Pnl. A

Bg.

day night



Dialog:

RBG: HMPH.

Action:

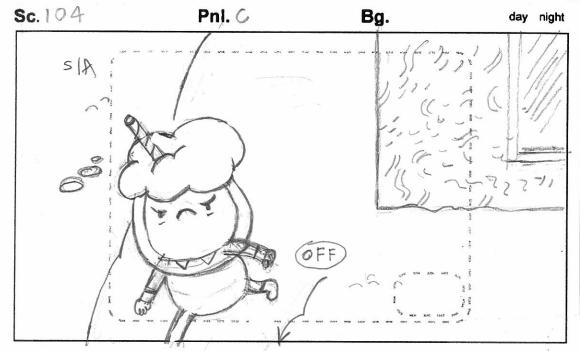
Timing:

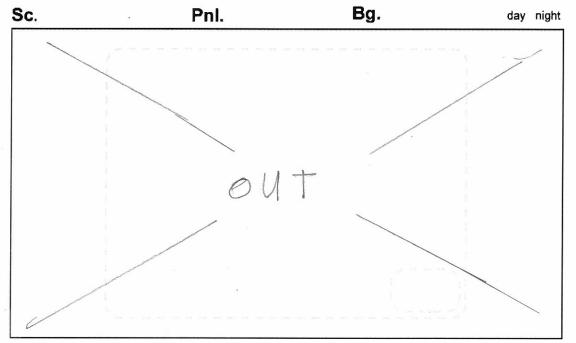


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53

EPISODE#





Dialog:

Action:

- RBG WALKS OFF/S

Timing:

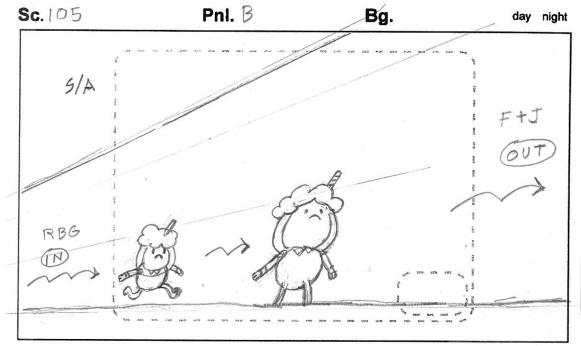


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EPISODE#

Sc. 105 Pnl. A Bg. day night



Dialog:

Action:

- FINN AND JAKE WALK TH UNISON.

- -FINN AND JAKE WALK OUT.
- RBG RUNS ON/S AND STOPS.

Timing:



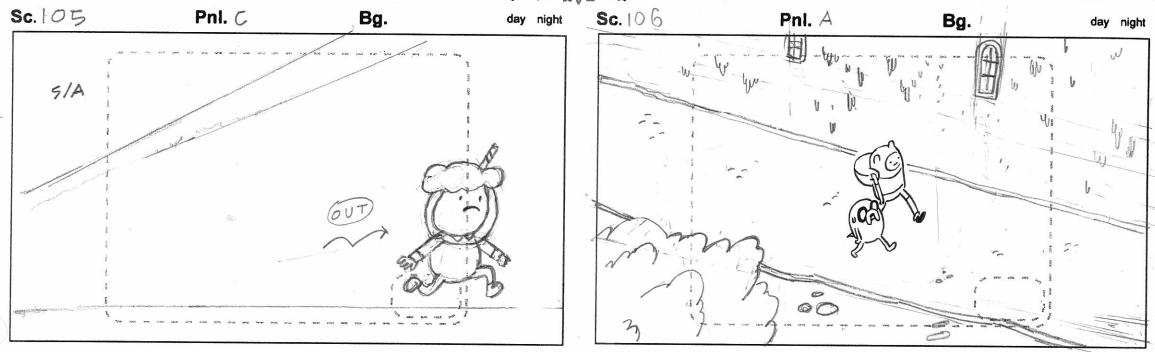
183

M

5

0

EPISODE#



Dialog:

Action:

-RBG RUNS OFF/S

- FINN AND JAKE CONT. WALK, IN UNISON.

Timing:



184

M

EPISODE#

Sc. | 06 Pnl. B Bg. day night Sc. | 06 Pnl. C Bg. day night

Dialog:

Action:

- FINN AND JAKE WALK OUT.

- RBG SNEAKS UP BEHIND F+J.

-F+J WALK OFF/S.

Timing:



Page | 85

Sc. 07 Pnl. A Bg. day night

Sc. 108 Pnl. A Bg. day night

Dialog:

SFX: TWEET TWEET TWEET TWEET

SFX: TWEET TWEET TWEET TWEET

Action:

- BG WITH WHITE GLOVES, HAT, AND WHISTLE, DIRECTS TRAFFIC.

- BG CONTINUES WAVING THROUGH TRAFFIC. -F+J WALK IN, IN BACKGROUND (IN UNISON).

Timing:



M 5

01

EPISODE#

Pnl. B Sc. 108 Bg.

Sc. 108 Pnl. C Bg. day night

Dialog:

SFX: TWEET TWEET TWEET

SFX: TWEEEET!

Action:

-CANDY PERSON WALKS FORWARD.

- RBG WALKS IN.

Timing:

Sc. 108

day night

Pnl. D

Sc. 108

Pnl. E

Bg.

M 5

014

General

EPISODE#

ADVENTURE TIME

Dialog:

SFX: TWEET TWEET TWEET TWEET

SFX: TWEET TWEET TWEET TWEET TWEET TWEET TWEET TWEET

Action:

-F+J WALK OFF/S - RBG STOPS AND LOOKS AT BG

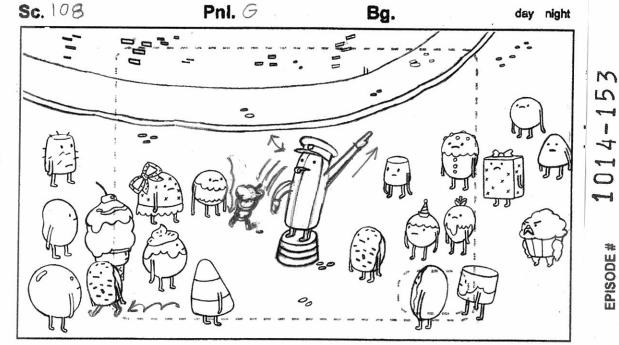
Timing:



M 5

EPISODE#

Sc. 108 Pnl. F Bg. day night



Dialog:

ISFX: TWEEEEEET!

TWEET TWEET TWEET TWEET TWEET TWEET

Action:

- RBG WALKS TOWARDS BG.

Timing:

Sc.109 Pnl. A Bg. day night

Sc. | 09

Pnl. B

Bg.

day night

M 5

EPISODE#

Dialog:

SFX: TWEET TWEET TWEET TWEET

RBG: MISTER BANANA GUARD YOU'VE GOT TO ARREST THOSE GUYS!

Action:

-RBG WALKS IN

Timing:



Page 190

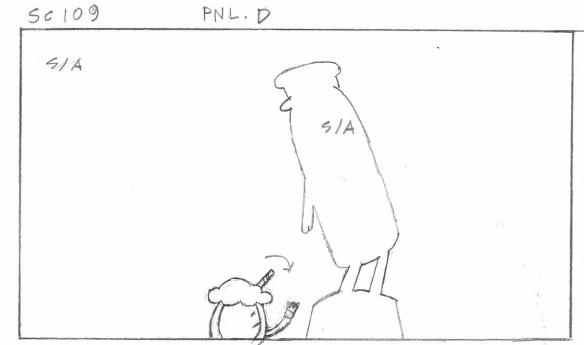
53

EPISODE#

Sc. 109

Pnl. C

Bg. day night



Dialog:	RBG = THEY KIDNAPPED PRINCES	55
	BUBBLEGUM, I'M NOT	
	MAKING THIS UP!	

Action:

- RBG[ANTIC.]

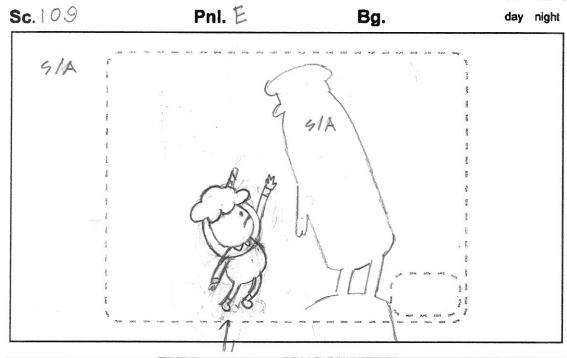
Timing:

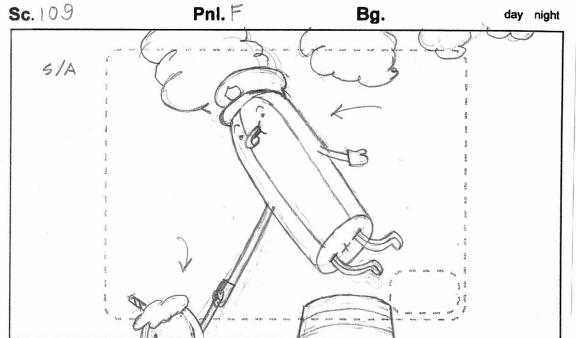


Page 191

53

EPISODE#





Dialog:

RBG: COME ON! SFX: *TWEE EEEE!

Action:

- RBG JUMPS UP

Timing:

014-153

EPISODE#

ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night

Sc. 110 Pnl. B Bg. day night

Dialog:

RBG (O.S., TALKING TO TRAFFIG COP BANANA GUARD): COME OVER HERE,

ANANA GUARD): COME OVER HERE, THESE ARE THE GUYS, THEY RE

KIDNAPPERS.

Action:

- EXT. BANANA GUARD STATION.

-BGS OVERHEAR RBG ACROSS THE STREET.

SFX: CLACK CLACK CLACK

-BGS RUN ACROSS THE STREET, DROPPING SPEARS AS THEY GO.

Timing:

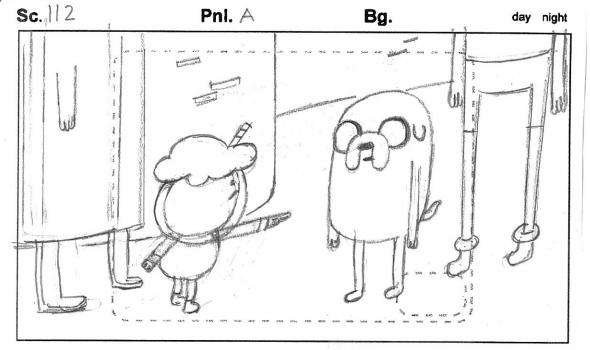


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53

EPISODE#

Sc. || Pnl. A Bg. day night



Dialog:

RBG: YOU HAVE TO ARREST THEM AND FIND OUT WHERE THEY'RE HIDING PRINCESS BUBBLEGUM!

JAKE: PRINCESS --

Action:

- FOUR BGS ENTER SCENE.

[START POSE]

Timing:

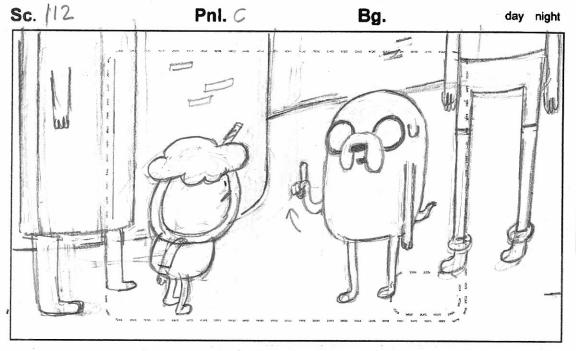


Page 194

Sc. 112

Pnl. B

Bg. day night



Dialog:

JAKE: -- BUBBLE GUM?

JAKE: HEY, I WAS JUST TALKING TO THE PRINCESS.

Action:

Timing:

Production:

EPISODE#

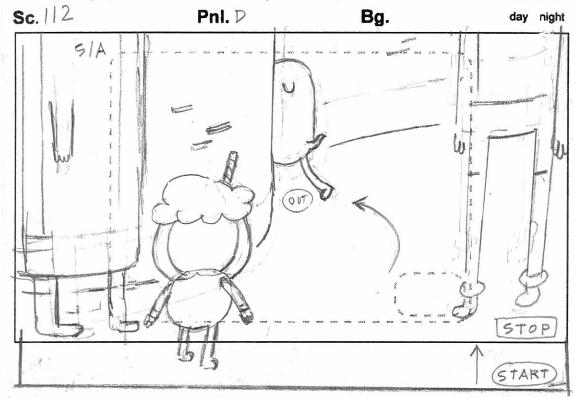
M 5 01

EPISODE#

Production:

ADVENTURE TIME





Sc. 112 Pnl. E Bg. day night SIA

JAKE: SHE'S RIGHT AROUND THE CORNER. Dialog:

JAKE - OH, PRINCESS BUBBLEGUM!

JAKE: I THINK SOME BANANA GUARDS WISH TO SPEAK WITH YOU.

J(PB): OH, COOL! WHAT ABOUT?

Action: - JAKE WALKS BEHIND A CURVE IN THE WALL.

CAMERA : ADJ W/ JAKE

Timing:



Sc. 1/2 Pnl. F Bg.

Sc. 113 day night

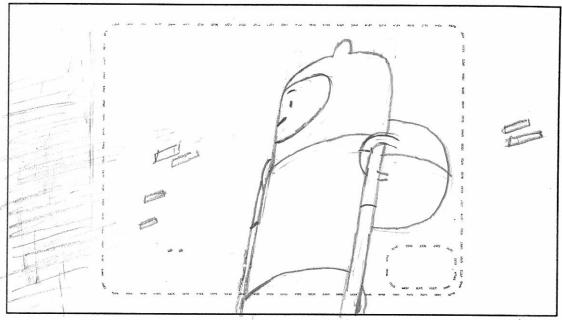
Pnl. A

Bg.

day night

5

EPISODE#



Dialog:

JAKE: THERE SEEMS TO BE SOME CONTENTION --

JAKES -- AS TO YOUR WHEREABOUTS ... SO ...

Action:

- RBG LOOKS UP AT FINN.

Timing:



Sc. 113 Pnl. B Bg. SIA

day night

Sc. 114

Pnl. A

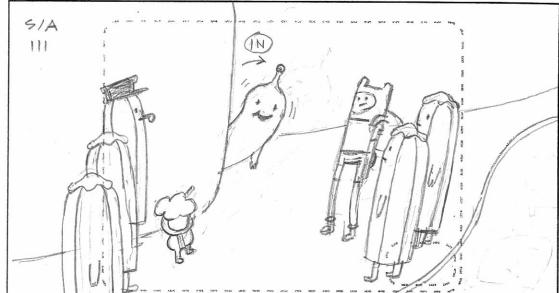
Bg.

day night

M LO 4

~ 0

EPISODE #



Dialog:

JAKES ..., IF YOU COULD JUST CLEAR THIS UP.

J/(PB) OH CERTAINLY ...

J (PB) = WHERE ARE THOSE BANANA GUARDS -OH! -

Action:

- FINN SMILES INNOCENTLY AT RBG AS HE TURNS.

- FLESH PB COMES OUT FROM BEHIND CURVE IN THE WALL.

Timing:



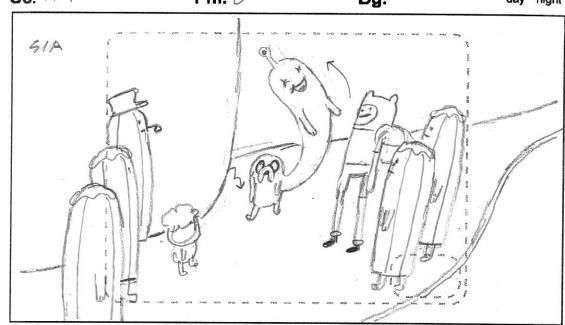
Sc. 114 Pnl. B Bg.

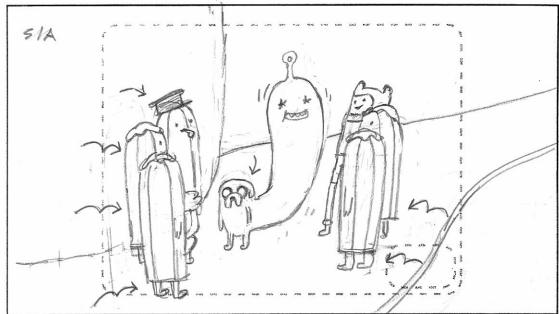


Sc. 114

Pnl. C

Bg.





Dialog: J (PB): THERE YOU ARE ...

J(PB): " MY BANANA SWEETLES!

BGS: YOUR HIGHNESS!

Action: - JAKE COMES OUT FROM BEHIND WALL.

- BGS STEP CLOSER to JAKE.
- JAKE SETTLES.
- HOLD RBG AND FINN.

Timing:

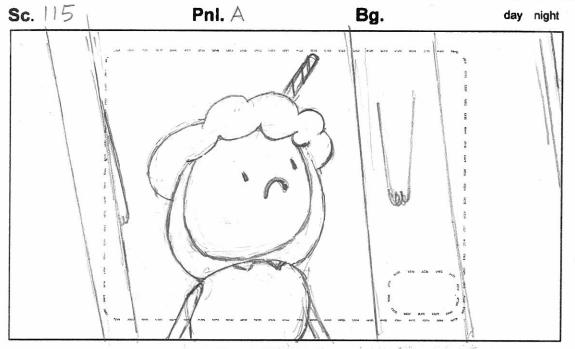
EPISODE# 1014-153

Production:

ADVENTURE TIME



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Sc. 116

Pnl. A

Bg. day night

Dialog: BGS (0,5,): GREETINGS, YOUR MAJESTY!

BG# YOUR SKIN IS LOOKING LOVELY

J (PB): OH! THANKS.

Action: - RBG LOOKS BACK + FORTH IN DISBELIEF

Timing:





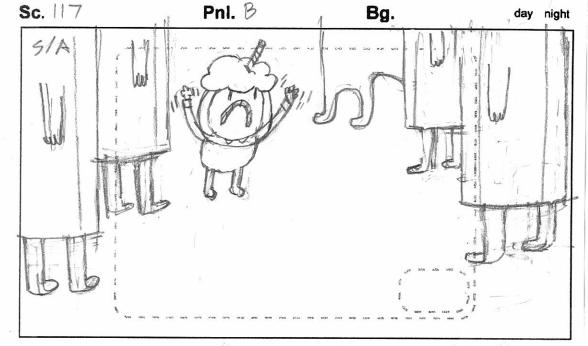
200

5

01

EPISODE#

Sc. 17 Pnl. A Bg. day night



Dialog:

BGH(O,S.): IT'S REALLY REALLY ORANGE.

RBG: RRGH!

J(PB): OH! THANKS!

Action:

- RBG SHAKES WITH FRUSTRATION AND ANGER. - RBG SHAKES FISTS IN FRUSTRATION.

Timing:

Page 201

ADVENTURE TIME

Sc. 117

Pnl. C

Bg.

day night

Sc. 118

Pnl. A

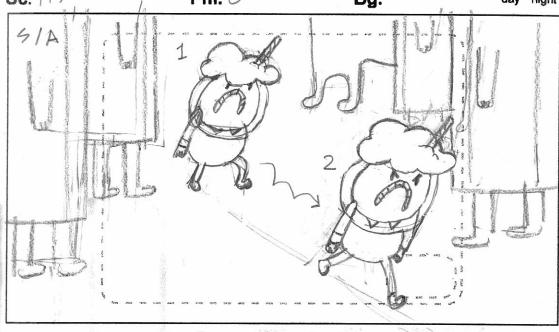
Bg.

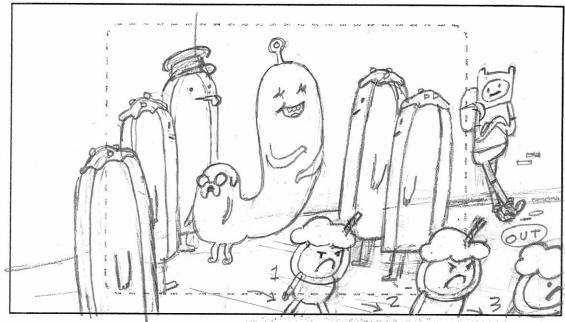
day night

M

0 4

EPISODE#





Dialog:

J (PB): I'VE BEEN USING THIS NEW --

J (PB): -- UM, MARMALADE SPRAY-ON TAN? I LIKE IT ...

BG# AWESOME.

Action:

- RBG STOMPS FORWARD,

- RBG WALKS OFF/S

-FINA LEANS AGAINST WALL.

Timing:



Page 202

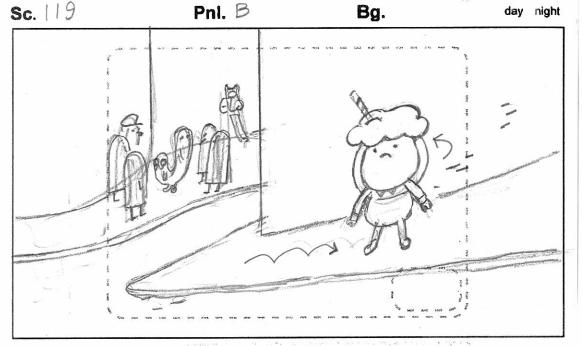
53

EPISODE#

Sc. 119

Pnl. A

Bg. day night



Dialog: +(

J(PB): YEAH, CINNAMON BUN TURNED ME ON to IT. IT'S GREAT J(PB): ... I LIKE IT A LOT.

BG#1: - UH-HUH. SO ORANGE.

BG#2 - You'RE SO PRETTY.

Action:

- RBG WALKS AWAY ANGRILY.

-RBG STOPS, LOOKING ACROSS THE STREET.

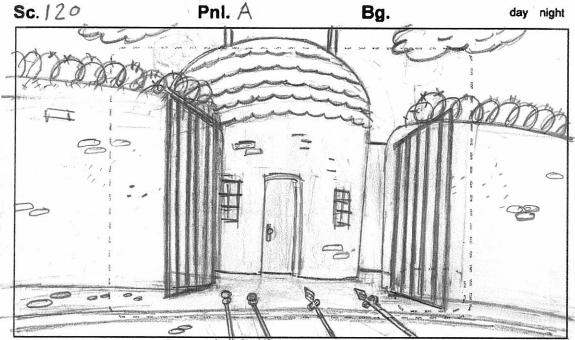
Timing:

Production:

2011 This material is the



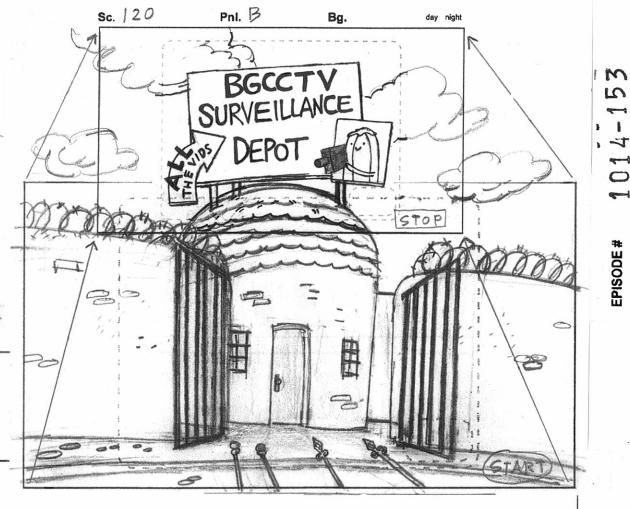
Page 203



Dialog: BGH You'RE ALMOST YELLOW LIKE A 'US, PRINCESS!

J(PB): OH, YOU! BUT THANKS, THANKS A LOT.

Action:



Timing:

- TRUCK IN ON GUARD STATION SIGN.

Production:

EPISODE#



Page 204

Sc. 120 Pnl. C Bg.

Sc. 121

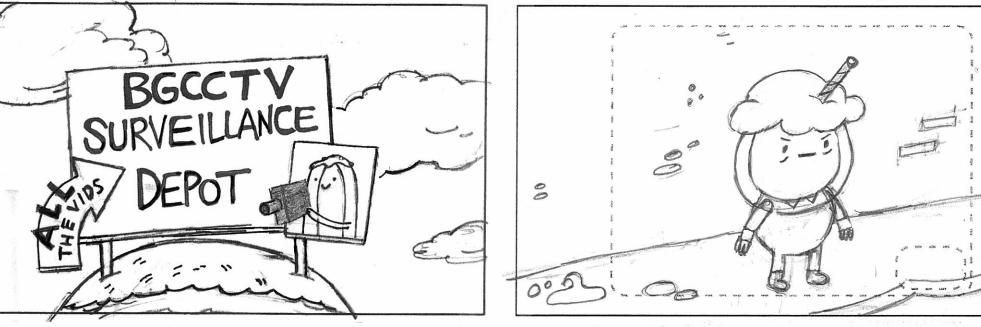
Pnl. A

Bg.

day night

M 5

-EPISODE#



Dialog:

RBG (V.O.): "BINGO BANGO!"

RBG (V.O.): THIS WAS MY LUCKY BREAK. ALL THE SURVEILLANCE TAPES FOR --

Action:

Timing:



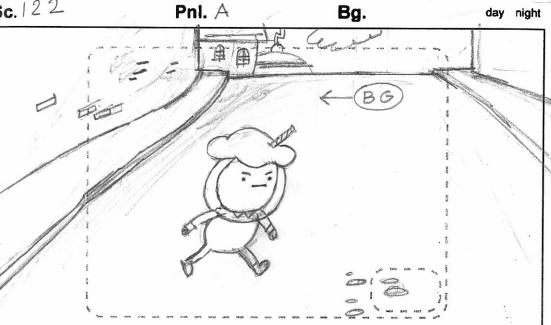
M 5

0

EPISODE#

Sc. 121 Pnl. B Bg.

Sc. 122



Dialog:

RBG (V.O.): -- THE CANDY KINGDOM, IN ONE PLACE ...

RBG (V.O.): ... AND ALL LEFT UNGUARDED THANKS TO A PHONY FRAIL --

Action:

- RBG WALKS OFF/S

Timing:

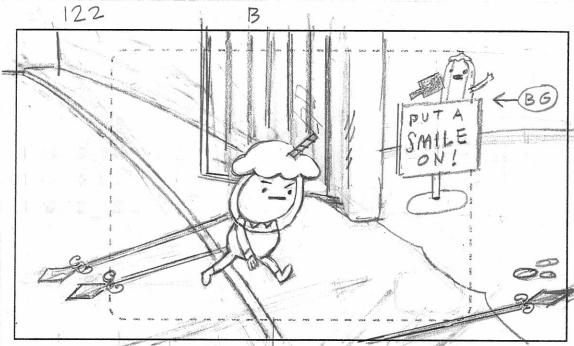


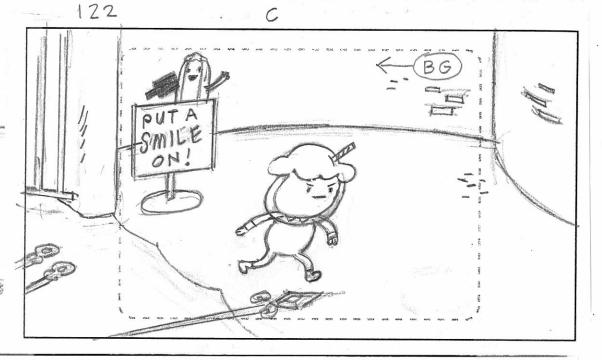
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53

 \Box

EPISODE#





Dialog:

RBG (VO.): -- WHO WAS TURNING THE BANANA GUARDS' MINDS TO BANANA MUSH. RBG (V.O.): NOW I COULD GRAB THE SECURITY TAPE FROM LAST NIGHT,

Action:

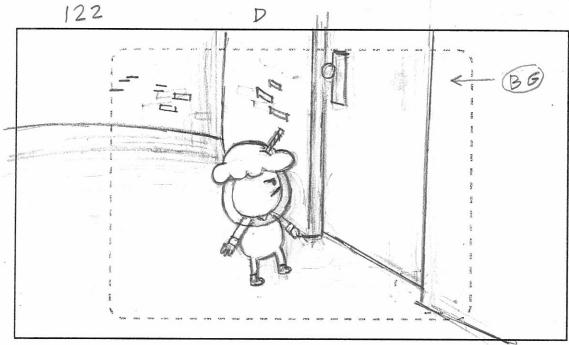
Timing:

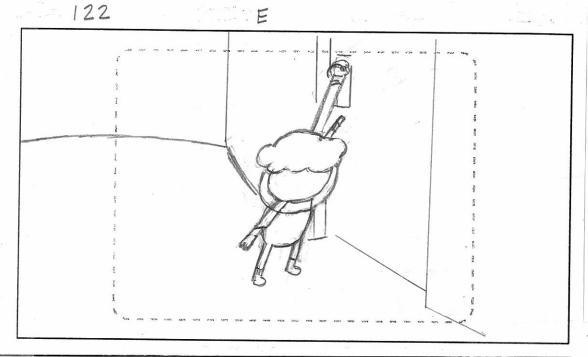


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EPISODE#





Dialog:

RBG (V.O.): -- TO PROVE THE PRINCESS WAS KIDNAPPED!

SFX: * RATTLE RATTLE. *

Action:

- RBG STOPS IN FRONT OF DOOR.

-RBG GRABS DOOR KNOB AND TRIES TO OPEN IT.

Timing:

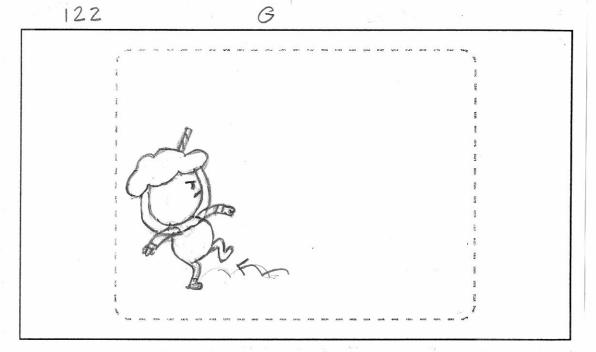


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M

EPISODE#

Sc. 122 Pnl. F Bg. day night



Dialog:

RBG (V.O.): WITH ONE DECISIVE

Action:

- RBG ANTICS. BACK

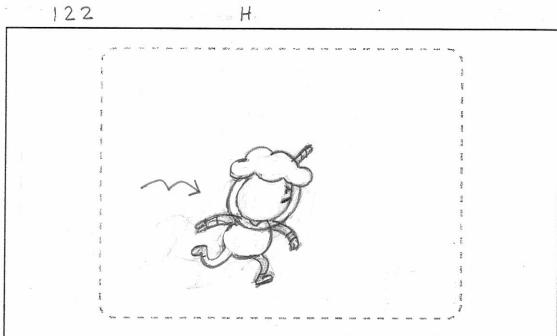
Timing:

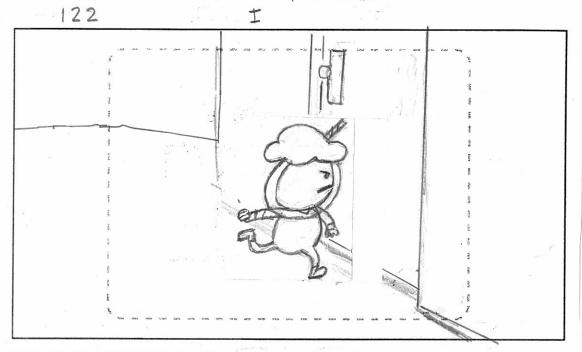


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53

EPISODE#





Dialog:

RBG (V.O.): -- KICKED DOWN --

RBG (V.O.): -- THE DOOR!

Action:

-RBG RUSHES FORWARD.

Timing:



210

53

EPISODE#

Sc. | 23 Pnl. A Bg. day night Sc. | 23 Pnl. B Bg. day night

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		wy	
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SFX: BOOM!

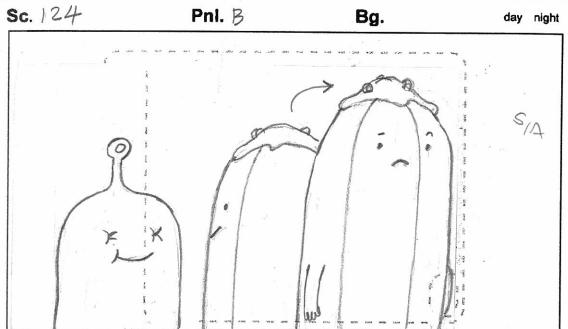
Action:

-RBG KICKS DOOR.

Timing:

Page 2 | |

Sc. 124 Pnl. A Bg. day night



Dialog: SFX: BOOM! (KIND OF AN ECHO)

Action:

-BG TURNS.

Timing:

5 01

EPISODE#

ADVENTURE TIME



Page 212

Sc. |25 Pnl. A Bg.

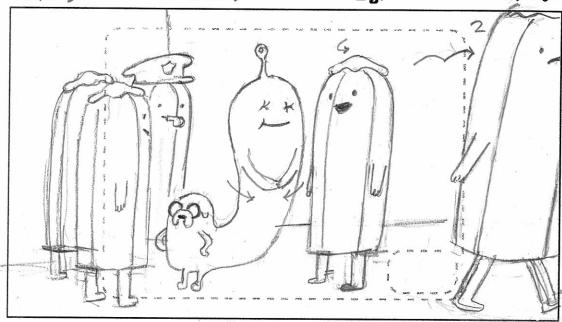
day night

Sc.125

Pnl. B

Bg.

day night



Dialog:

J (PB): So, UH ... BEING TAN 15 MY THING NOW ... I USED TO BE INTO OTHER STUFF, BUT, YOU KNOW ...

BG #2 HEH HEH, THAT'S COOL.

Action:

-BG WALKS OFF/S

Timing:



Page 2 1 3

Sc. 126 Pnl. A Bg. day night

Sc. 126

Pnl. B

Bg.

day night

M 5

0

EPISODE#



Dialog:

RBG (V.O.): HIS EYES FLITTED FURTIVELY AROUND THE - NO -

RBG (V.O.): QUICKLY --

Action: - DIFFERENT CANDY KINGDOM BGS APPEAR ON MONITORS.

- RBG TURNS

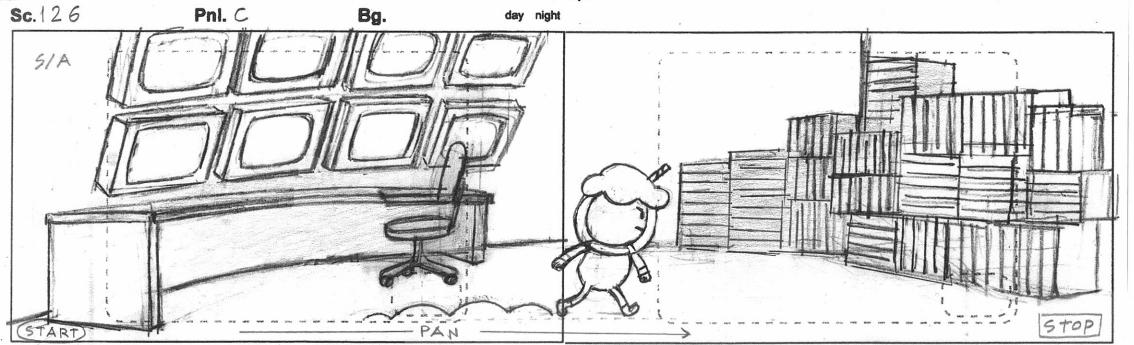
Timing:



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M

EPISODE#



Dialog:

RBG (V.O.): -- HE SCANNED THE ROOM FOR THE --

Action:

- RBG WALKS OVER TO STACKS OF TAPES.

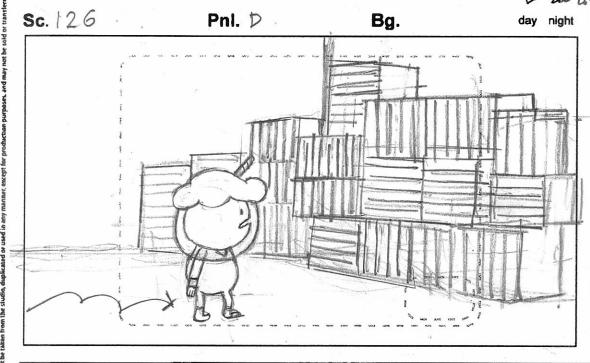
- PAN W/ RBG

Timing:

EPISODE#

ADVENTURE TIME





Sc. 127 Pnl. A Bg. day night

Dialog:

RBG (SPEAKS): OH, MAN.

Action: - RBG LOOKS AT STACK OF TAPES

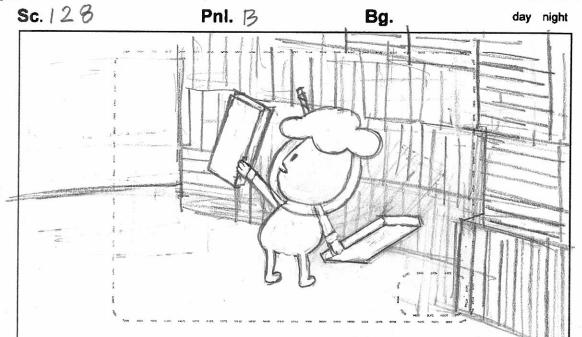
1 -BG APPROACHES GUARD STATION. - THIS IS ONE GUARD, THREE POSES.

Timing:



Page 2 | 6

Sc. 128 Pnl. 🗡 Bg. 6/A



Dialog:

RBG (V.O.): CARAMEL COURT,

RBG (V.O.): COTTON CANDY CRESCENT ...

Action:

- RBG EXAMINES TAPES.

Timing:

Production:

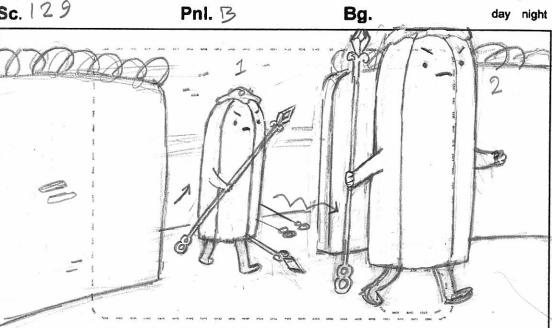
EPISODE #



day night

Sc. 129 Pnl. ABg.

Sc. 129



Dialog:

Action:

- BG PICKS UP A SPEAR.

- BG WALKS THROUGH GATES.

Timing:

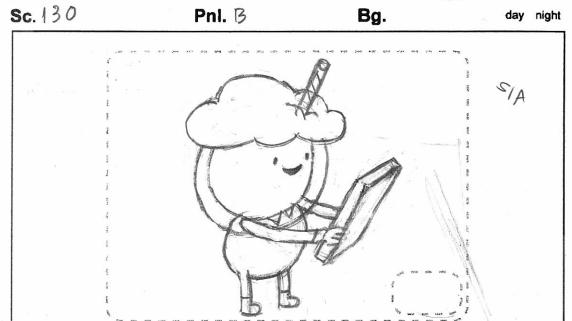
Production:

EPISODE#



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Sc. 130 Pnl. A Bg. day night



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- 14	10	LOG.
	200	

RBG: LOLLIPOP PARK! BINGO BANG -

Timing:

Action:

EPISODE#



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53

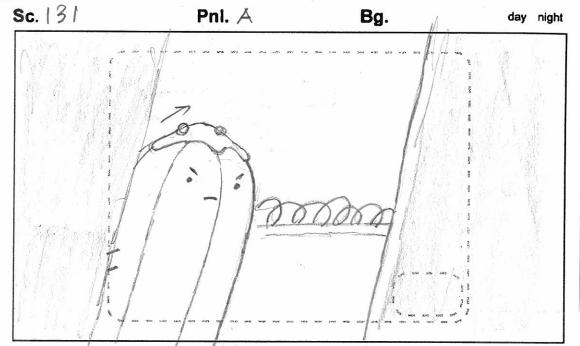
EPISODE#

Sc. 130

Pnl. C

Bg.

day night



Dialog: SF>

SFX: * DOOR OPENING *

Action:

- RBG TURNS SUDDENLY,

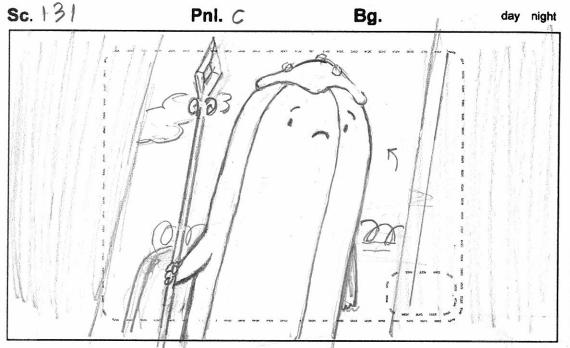
Timing:



M LO

EPISODE#

Sc. 131 Pnl. B Bg. day night



Dialog:

BG#1: AHA!

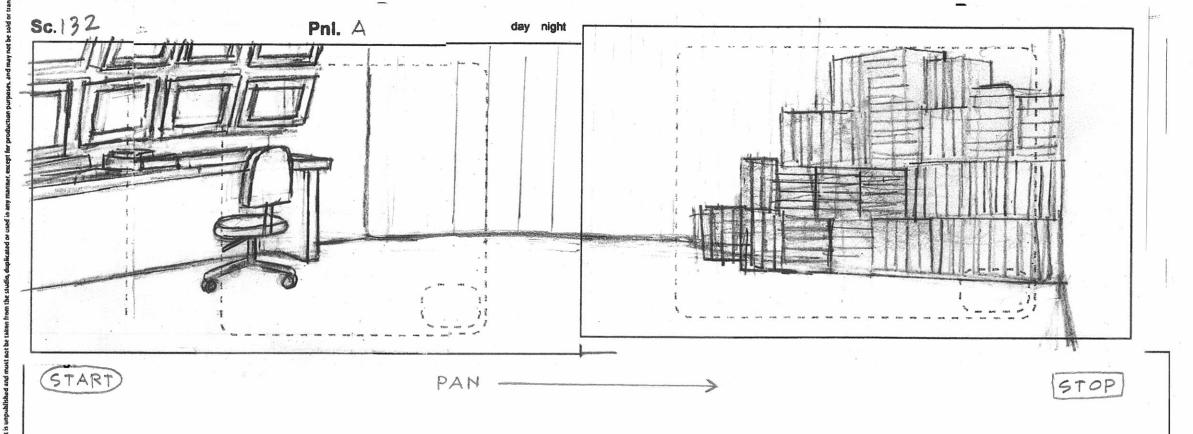
BG#1: (CONFUSED) HRM?

Action: _ BG #1 LUNGES FORWARD.

Timing:



Page 22 |



Action: _ BG#1'S POV PANS ACROSS ROOM. TO STACK OF TAPES.

Timing:

Production:

EPISODE#



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Mer.

EPISODE#

Sc. 133 Pnl. A Sc. 133 Bg. Pnl. B Bg. day night Dialog: BG#1 MMM? WH--? HUH...? B-B-B... BG#1: HMPH! GRRR! Action: -BG WALKS OFF/S Timing:

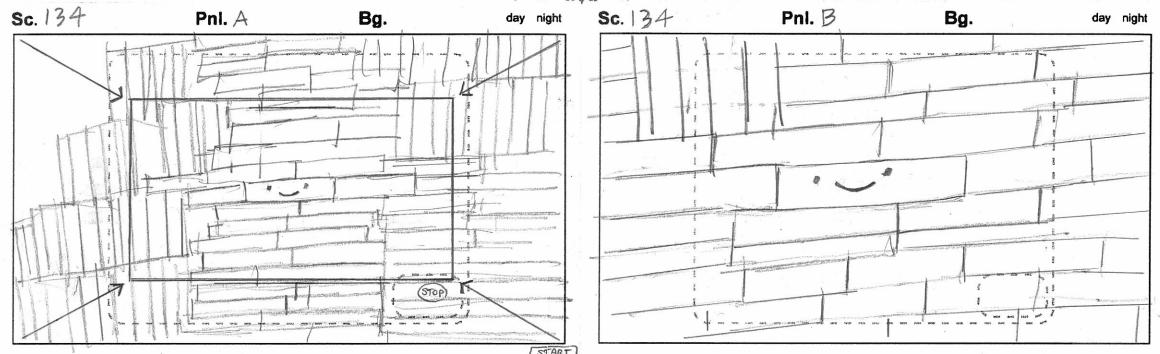


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M LA 4-4

~ \bigcirc

EPISODE #



Dialog:

RBG (V.O.) BINGO BANGO.

Action: _ RBG LOOKS OUT FROM STACK OF TAPES.

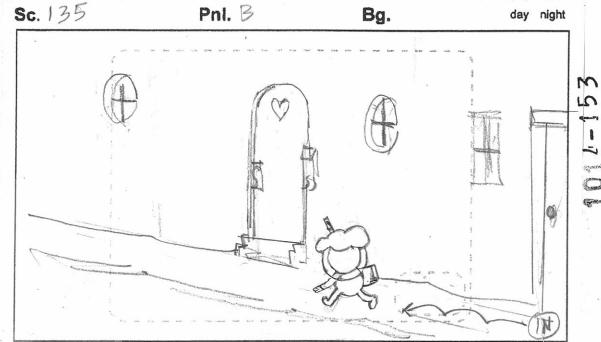
- TRUCK IN ON RBG'S FACE

Timing:



Page 224

Sc. 135 Pnl. A Bg. day night



Dialog:

Action: -EXT. RBG'S HOUSE, DUSK -RBG HURRIES ON/S TOWARDS HIS HOUSE

Timing:

Production:

EPISODE #



Page 225

Sc. 135

Pnl. C

Bg.

day night

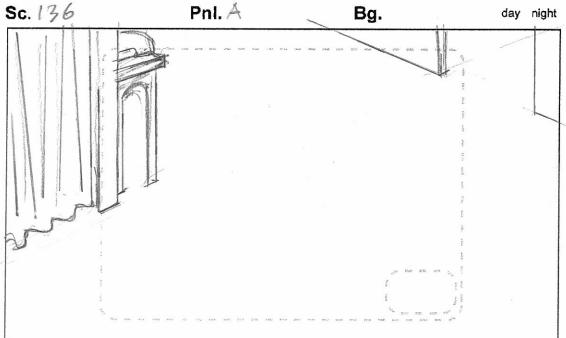
Sc. 136

Bg.

day night

M 5

EPISODE#



Dialog:

SFX: DOOR BEING UNLOCKEP

Action:

- RBG REACHES FOR DOORKNOB

- SHOT OF LIVING ROOM, LOOKING DOWN ON IT A BIT.

Timing:

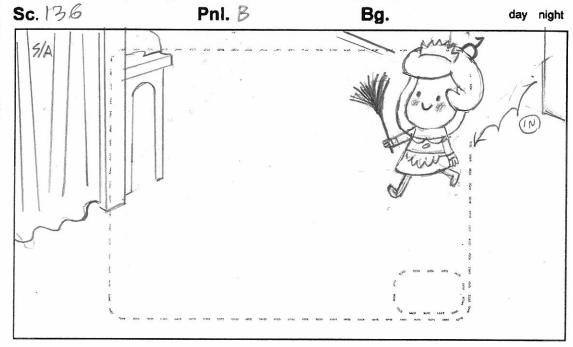
14-153

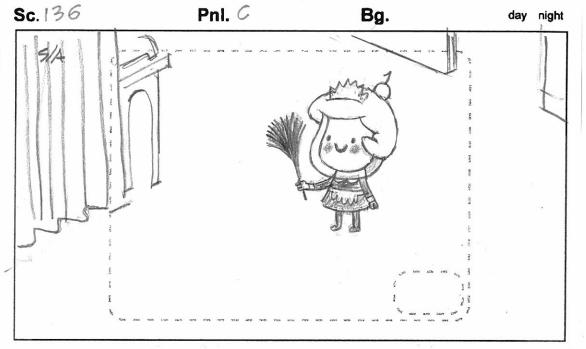
EPISODE#

ADVENTURE TIME



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Dialog: SEX: DOOR KNOB BEIN

SFX: DOOR KNOB BEING TURNED

Action: - CCSG ENTERS LIVING ROOM HAPPILY
AND EAGERLY.

- CCSG STANDS IN LIVING ROOM, WAITING

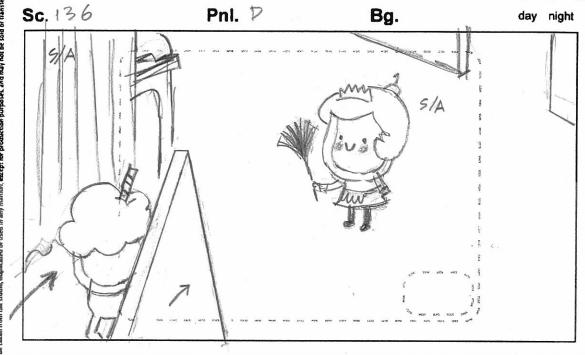
Timing:

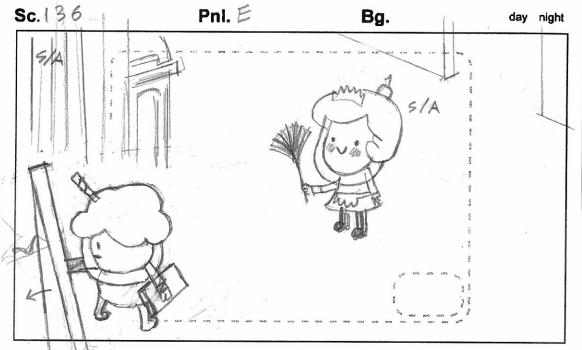


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EPISODE#





ATTENDA &	
1719	log:
DIA	iou.

Action:

-RBG ENTERS.

-RBG CLOSES DOOR BEHIND HIM.

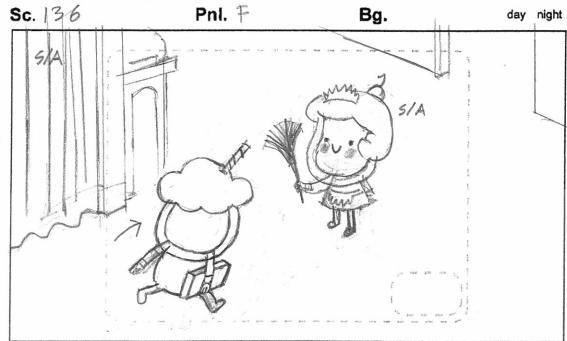
Timing:

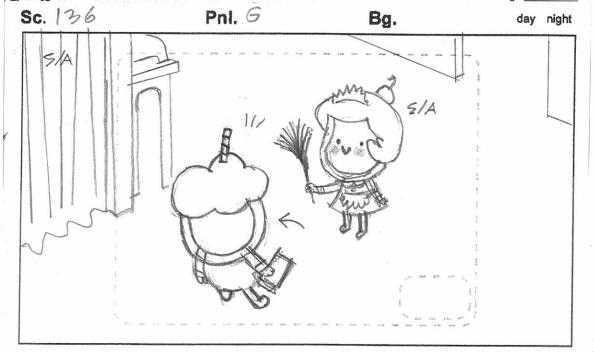


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EPISODE #





Dialog:

SFX: DOOR CLOSES

Action:

- RBG WALKS QUICKLY INTO ROOM.

- RBG STOPS SHORT.

Timing:



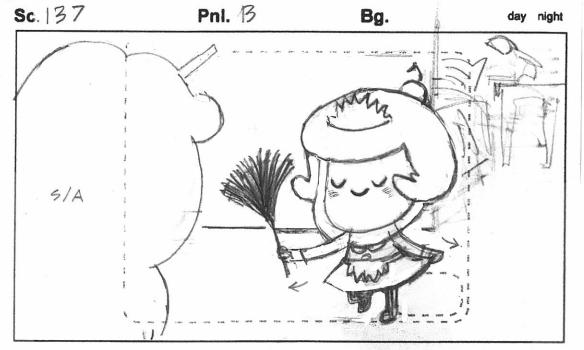
Page 229

53

01

EPISODE#

Sc. 137 Pnl. A Bg. day night



Dialog:	
---------	--

GCSG: BONSOIR, MONSIEUR!

Action:

- CCSG CURTSIES

Timing:

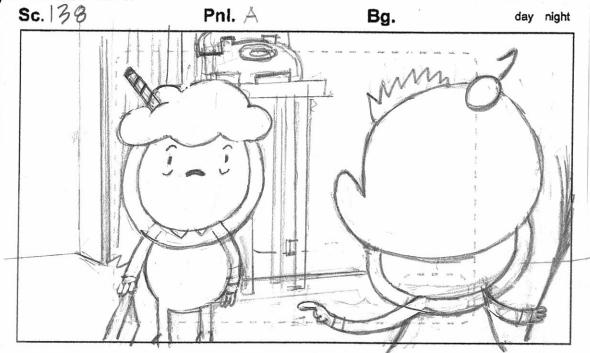


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EPISODE #

Sc. 137 Pnl. 6 Bg. day night



Dialog:

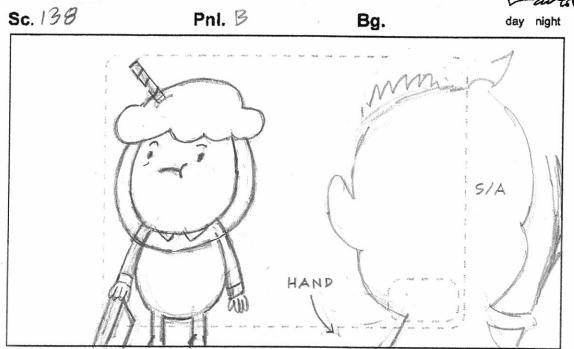
CCSG : WOULD YOU LIKE ME TO TURN DOWN ZEE BED ?

RBG: VM.,

Action:

Timing:





Sc. 138

Pnl. C

Bg.

day night

M 5

EPISODE #

SIA

Dialog:

RBG: [GULP]

Action:

Timing:



Page 232

Sc. 138 Pnl. D Bg. day night

Sc. 138

Pnl. E

Bg.

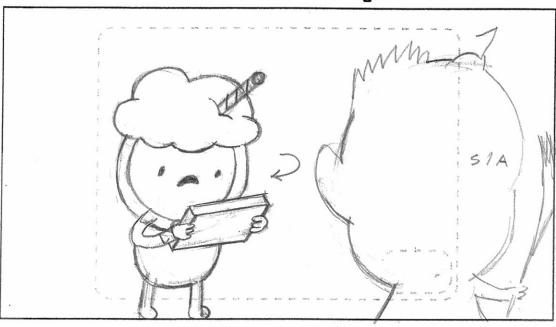
day night

M 5

~

0

EPISODE #



Dialog:

RBG: LOOK WHAT I'VE GOT!

RBB: THIS SECURITY TAPE

Action:

- RGB HOLDS UP TAPE

- RBG LOOKS AT TAPE

Timing:



Page 233

Sc. 138

Pnl. F

Bg.

day night

Sc. 138

Pnl. G

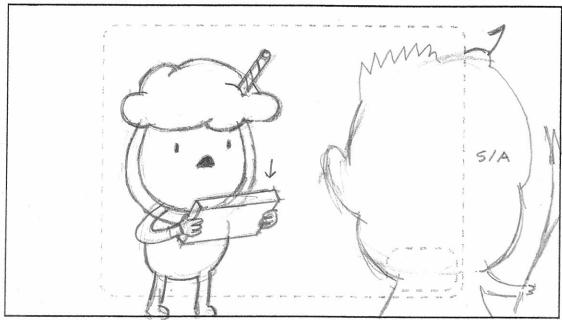
Bg.

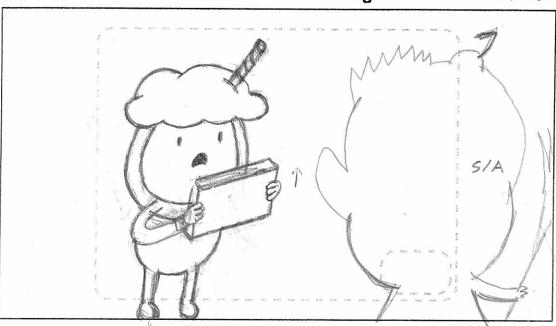
day night

M 5

0

EPISODE#





Dialog:

RBG: WILL SHOW THAT FINN AND JAKE

RBG: KIDNAPPED PRINCESS BUBBLEGUM!

Action:

- SETTLE TAPE

- ACCENT UP WITH TAPE

Timing:

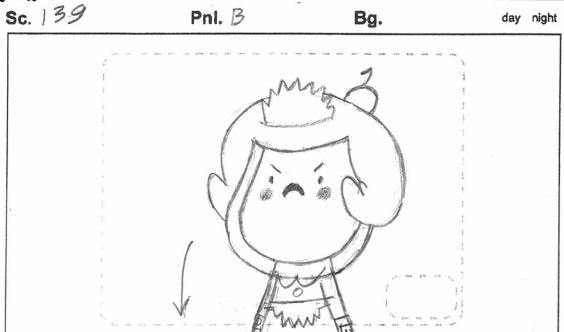


M 5

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EPISODE#

Sc. 139 Pnl. A Bg. day night



l	D	ia	lo	g	:
l	D	la	10	g	1

CCSG: FINN AND JAKE -

CCSG: -- WOULD NEVER DO THAT!

Action:

Timing:

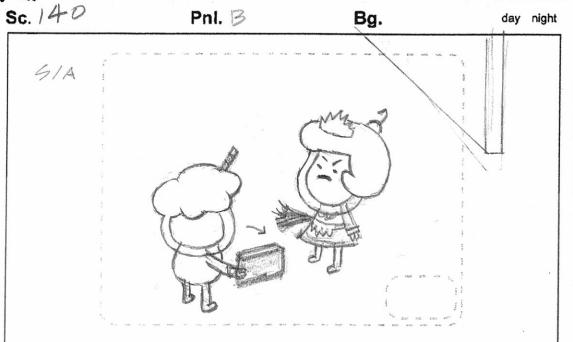


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53

EPISODE#

Sc. 40 Pnl. A Bg. day nigh



Dialog:

RBG: OH YEAH? WELL ...

PREPARE TO HAVE YOUR MIND BLOWN -

RBG: AFTER I PUT THIS TAPE

Action:

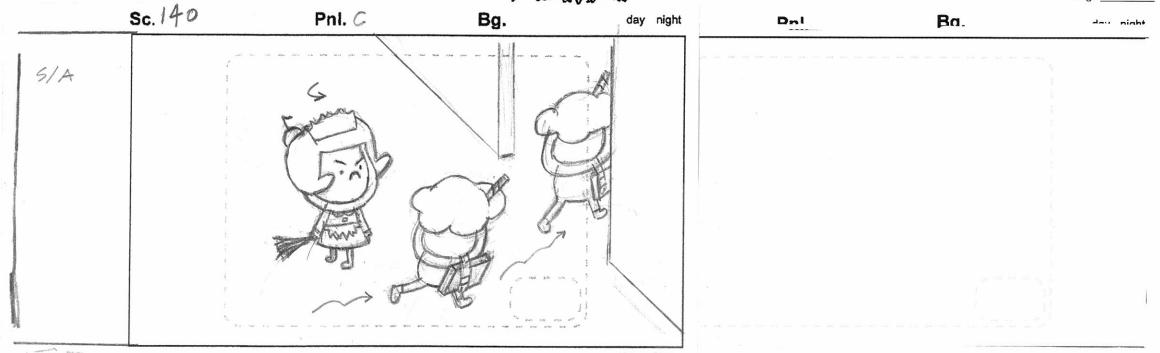
Timing:



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53

EPISODE#



Dia	oa
THE PER !	~3

RBG: -- JUST TO MAKE SURE I GOT THE

Action:

CAMERA ADJ WI RBG

- RBG WALKS AROUND CCSG INTO BEDROOM

Timing:



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53

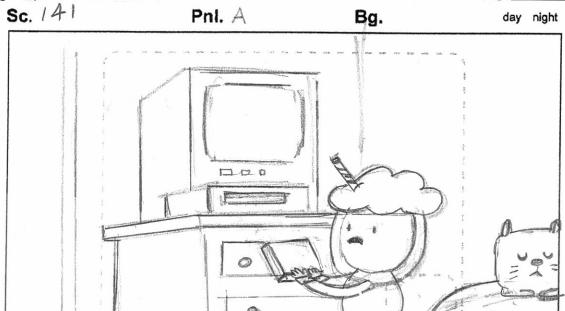
EPISODE#

Sc. 140

Pnl. D

Bg.

day night



Dialog: RBG (0.5.) ... I'M PRETTY SURE I DID.

RBG: I MIGHT HAVE TO FAST-FORWARD.
THROUGH --

Action:

Timing:



Page 238

day night

53

EPISODE#

Sc. 141

Pnl. B

Bg. day night

Sc. 142 Pnl. A Bg.

Dialog:

RBG: -- A LOT OF STUFF

SFX: CHUNK! (TAPE.)

SFX: PICKING UP PHONE.

Action:

- RBG PUTS TAPE INTO VOR

Timing:



Page 239

Sc. 142

Pnl. 3

Bg.

Sc. 142

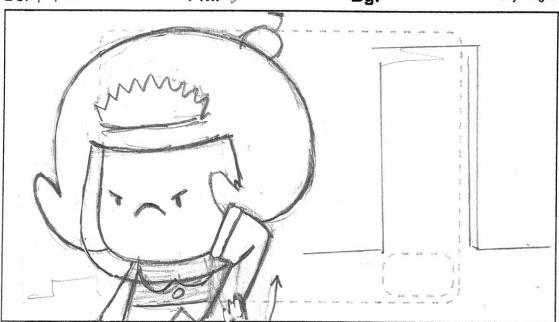
Pnl. C

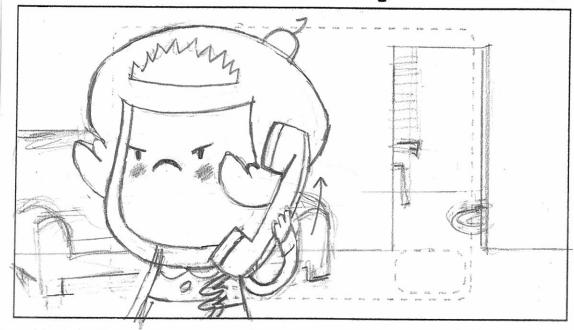
Bg.

day night

M 5

EPISODE#





Dialog:

SFX: DIAL, DIAL, DIAL, DIAL ... DIAL DIAL

RBG (0.5.): HON, YOU SHOULD CHECK THIS OUT!

SFX: DIAL

Action:

- COSG HOLDS RECEIVER WHILE DIALING

RBG: IT'S NOT TOO SCARY IT IS WEIRD THOUGH

- GCSG HOLDS RECEIVER TO EAR.

Timing:

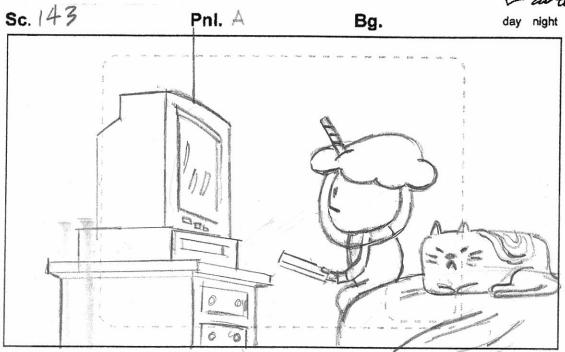


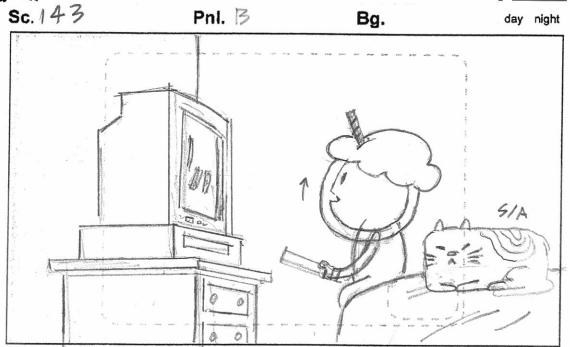
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(Danie)

EPISODE #





Dialog:

RBG: HEY - YES! THIS IS IT ...

Action:

-FINN WATCHES TAPE

Timing:



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53

EPISODE#

Sc. 144

Pnl. A

Bg. day night

Sc. 144

Pnl. B

Bg. day night

Dialog:

RBG: (0/5) BINGO BANGO!

Action:

- LOW-QUALITY VIDEO IMAGE ON SCREEN

- FINN TOSSES PB INTO TRUNK

Timing:

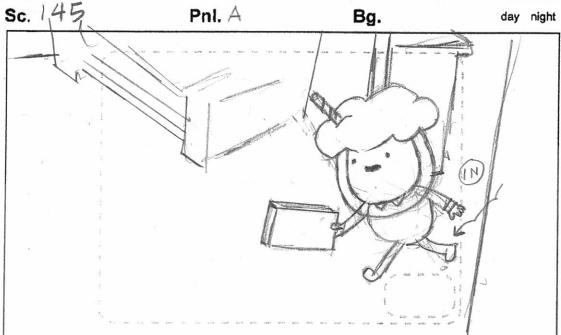


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53

EPISODE#

Sc. 144 Pnl. C Bg. day night



Dialog:

RBG: I'VE GOT TO --

Action:

- PB YELLS 'NO! ON VIDEO IMAGE

- RBG RUSHES ON/S FROM BEDROOM

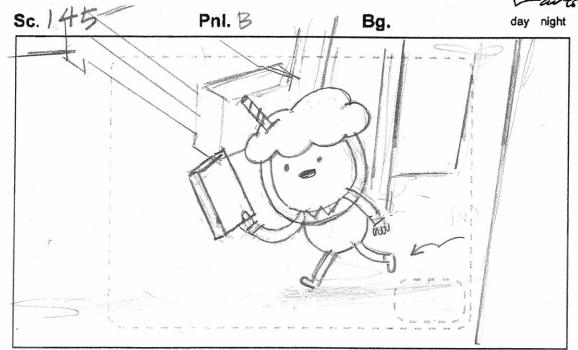
Timing:

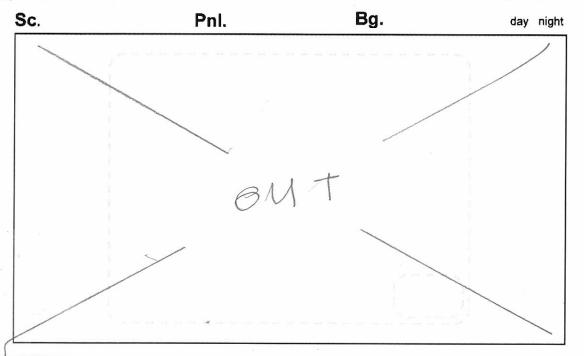
Production:

2011 This material is the Pri



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Dialog:

RBG: -- GET THIS TO THE ...

Action:

Timing:

Production

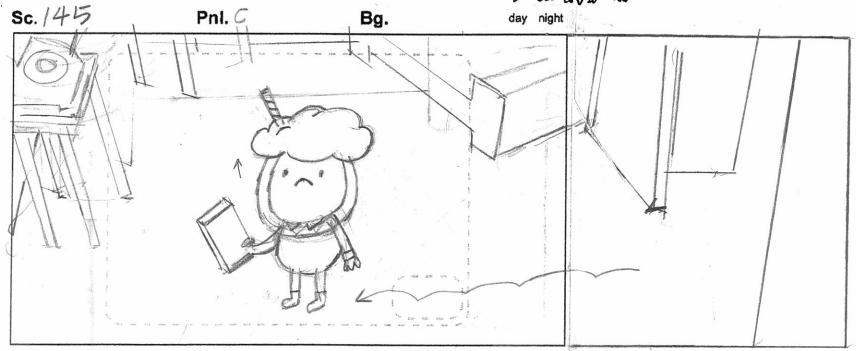
EPISODE#



M 5

EPISODE#

day night



Dialog: STOP

PAN

Action:

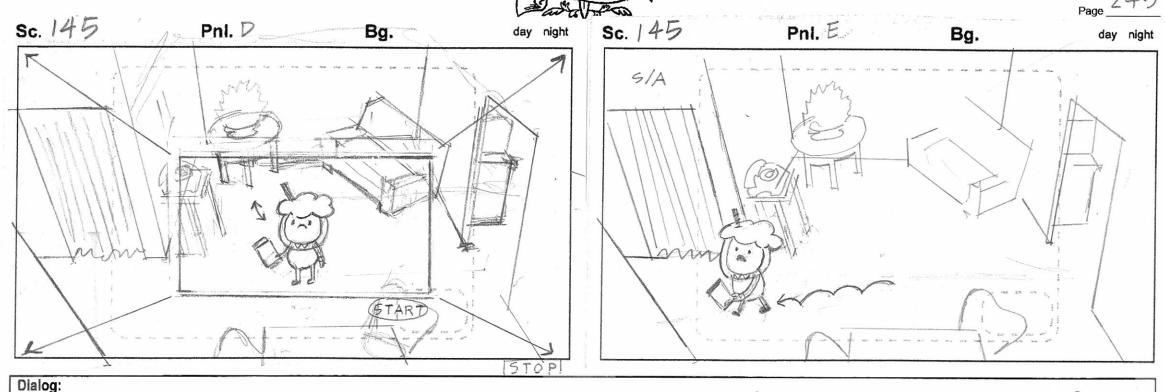
CAMERA ADJ WI RBG

- RBG STOPS SUDDENLY.

Timing:



Page 245



RBG: ARE YOU IN THE TUB, SWEETIE?

Action:

- RBG LOOKS AROUND

- RBG WALKS OFF/S

Timing:



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53

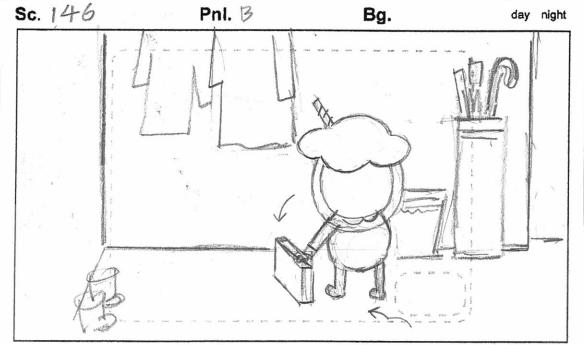
0

EPISODE#

Sc. 146

Pnl. A

Bg. day night



Dialog:

RBG: I'M GOING OUT ...

Action:

-RBG WALKS QUICKLY TO COAT RACK

- RBG PUTS DOWN TAPE . A SEC

Timing:



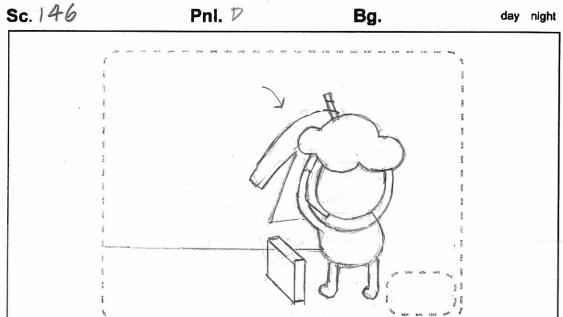
Page 247

53

01

EPISODE#

Sc. 46 Pnl. C Bg. day night



Dialog:

RBG: I'VE GOT TO

Action:

-RBG REACHES FOR COAT

-RBG GRABS COAT.

Timing:



248

5

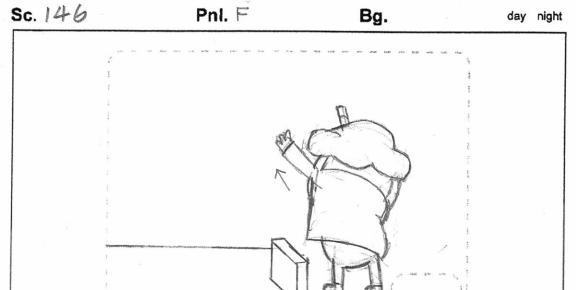
EPISODE#

Sc. 146

Pnl. E

Bg.

day night



Dialog:

RBG: GET THIS TAPE

RBG: TO THE

Action:

- RBG PUTS ON COAT.

Timing:



Page 249

52

0

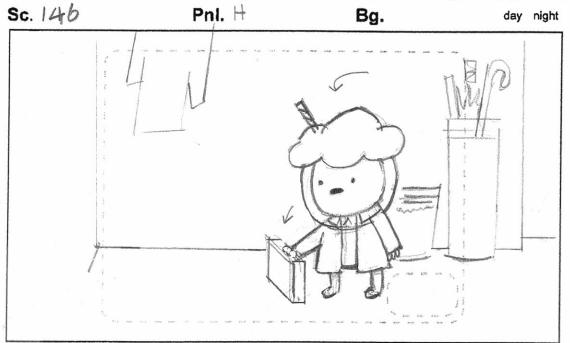
EPISODE #

Sc. 146

Pni. 6

Bg.

day night



Dial	og
------	----

RBG: BANANA GUARDS

RBG: OR THE NEWSPAPER

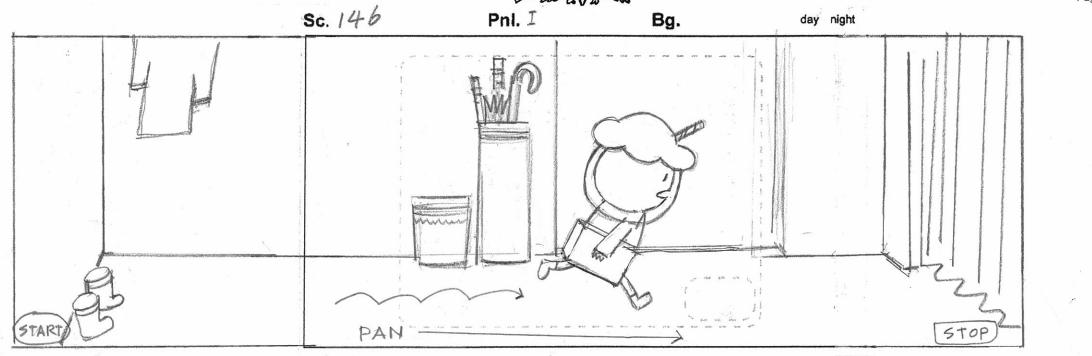
Action:

-RBG GRABS TAPE.

Timing:



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EPISODE#

50

Dialog:

RBG: OR MAYBE THE D.A. OR

Action:

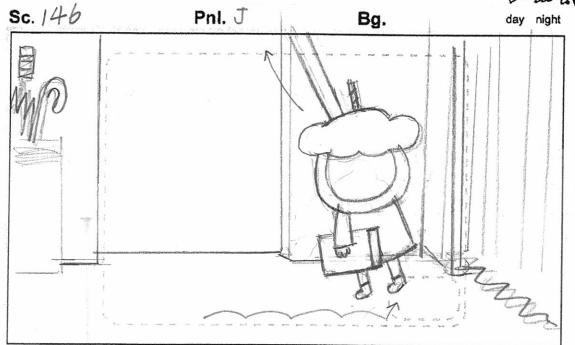
-RBG RUSHES TO FRONT DOOR

CAMERA PAN W/ RBG

Timing:



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RBG: ,, SOMETHING.

Action: - RBG STOPS AT DOOR AND REACHES FOR DOOR KNOB.

SFX: DOOR OPENING.

- RBG OPENS FRONT DOOR
- CAMERA PAN UP / TRUCK IN FAST
+ THIS SETUP IS KIND OF A FAKE (F+J STANDING
IN STREET)

STOP

Phl. K

Timing:

Dialog:



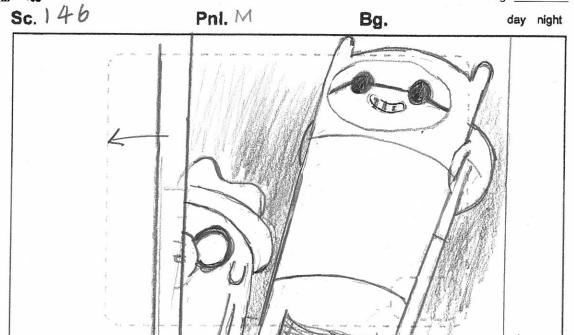
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53

EPISODE#

Sc. 146

Pni. | Bg, day night



Dialog:

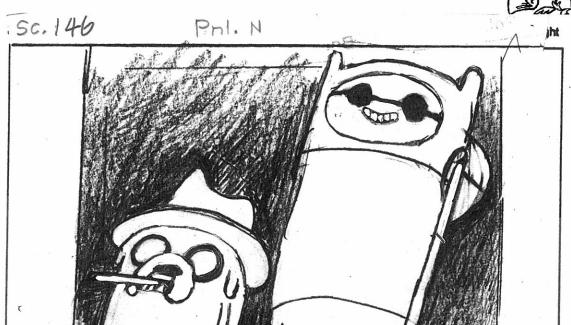
SFX: DOOR OPENING.

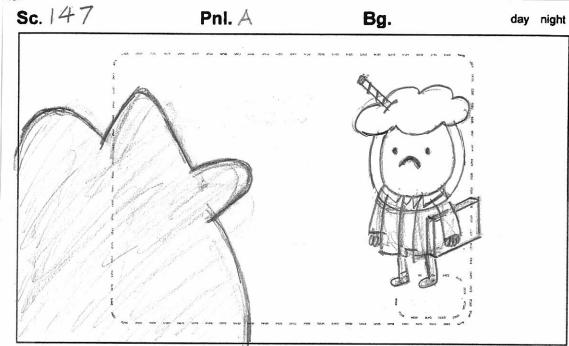
Action:

- DOOR OPENS REVEALING F+ J.

Timing:







Dialog:

JAKE: HEY, ROOT BEER GUY.

Action:

-HOLD ON F+J.

- JAKE HAS LOLLIPOP IN HIS MOUTH.

- OTS SHOT OF JAKE W RBG

Timing:



Page 254

Sc. 147 Pnl. B Bg. 5/A

day night

Sc. 147

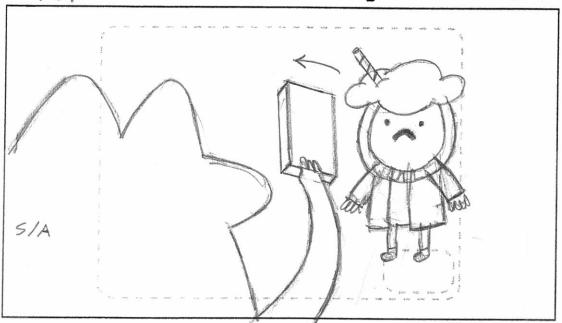
Pnl. C

Bg.

day night

W 5

EPISODE#



Dialog:

JAKE: I'LL TAKE THAT TAPE.

SFX: SWISH!

Action:

- JAKE GRABS TAPE.

- JAKE PULLS TAPE OUT OF RBG'S HAND.

Timing:

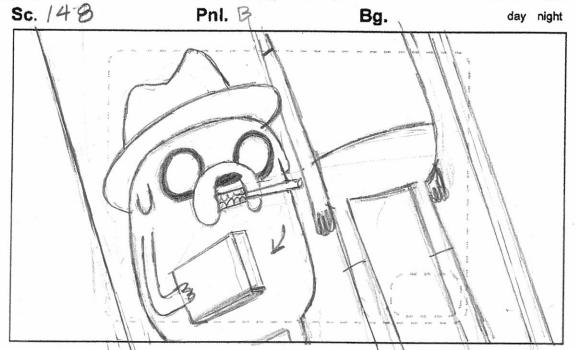


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52

EPISODE#

Sc. 148 Pnl. A Bg. day night



Dialog:

JAKE: YOU WERE NOT SUPPOSED TO MEW THIS TAPE, NAUGHTY ROOT BEER GUY.

Action:

Timing:

Pnl.

Bg.

day night

M 5 014

EPISODE#

Dialog:

FINN: "NAUGHTY ROOT BEER GUY"! HEH, HEH.

Action:

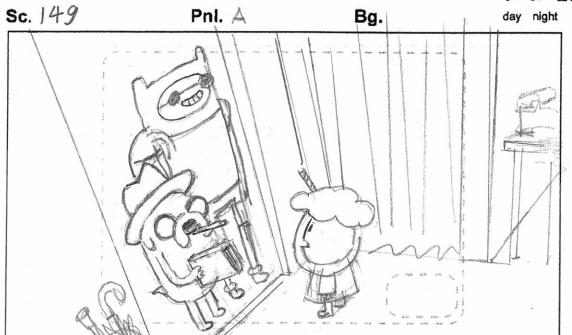
CAMERA TRUCK UP FAST TO FINN

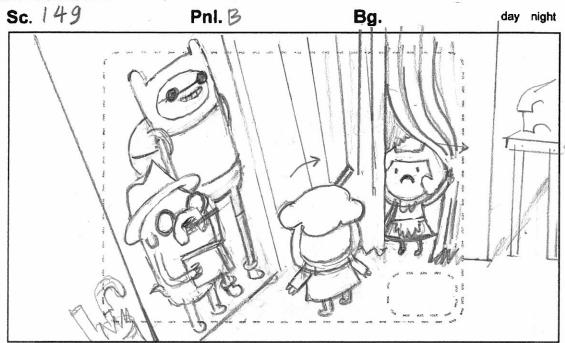
Production:

Pnl. C Sc. 148 Bg. STOP

Page 257

EPISODE#





Dialog: RBG = BUT HOW DID YOU GUYS KNOW ?

SFX: ZZZIP! (CURTAIN HOOKS.)
CCSG: I TOLD THEM.

Action:

- CCSG PUSHES GURTAIN ASIDE.

Timing:





M

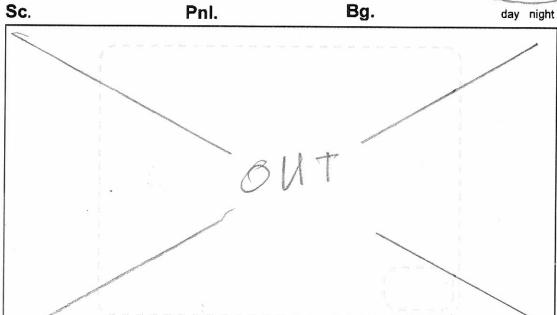
EPISODE#

Sc. 150

Pnl. A

Bg.

day night



Dialog:				
	-	1	5	6

CCSG (O.S.): THAT'S RIGHT.

Action:

Timing:



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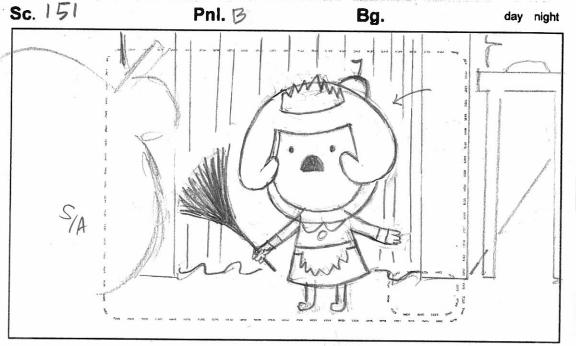
The Wes

EPISODE #

Sc. 151

Pnl. A

Bg. day night



Dialog:	D	ia	log	:
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CCSG: I DID IT FOR US.

CCSG: WHY CAN'T YOU SEE THAT ?

Action:

Timing:

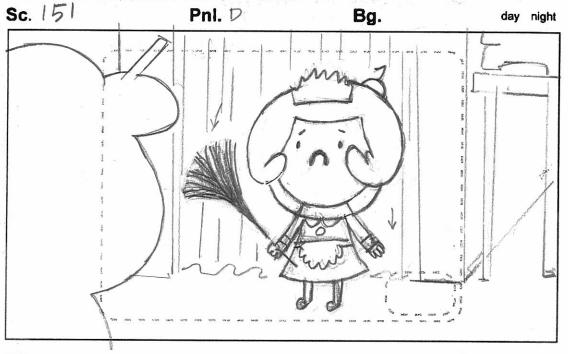


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Sc. 151

Pnl. C

Bg. day night



Dialog:

CCGG: THIS THING IS EATING YOU ALIVE, ROOT BEER --

COSG: - GUY!

Action:

Timing:

Production:



Page 260

Sc. 152 Pnl. A Bg.

Sc. 152

Pnl. B

Bg.

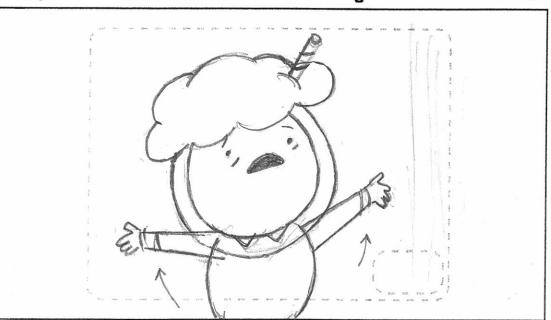
day night

M 5

-4

01

EPISODE#



Dialog:

But --RBG:

RBG: -- IT'S ALL I'VE GOT!

Action:

Timing:



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01

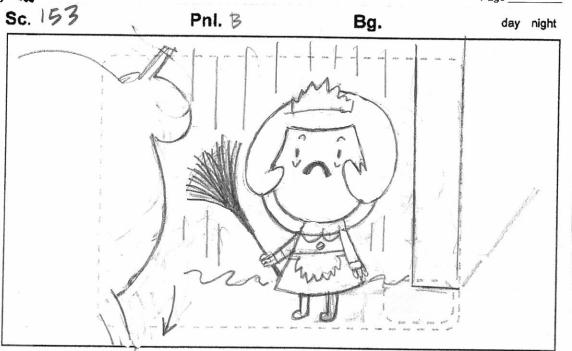
EPISODE#

Sc. 153

Pnl. A

Bg.

day night



Dialog:

CCSG: [SOBBING]

Action:

Timing:



age 262

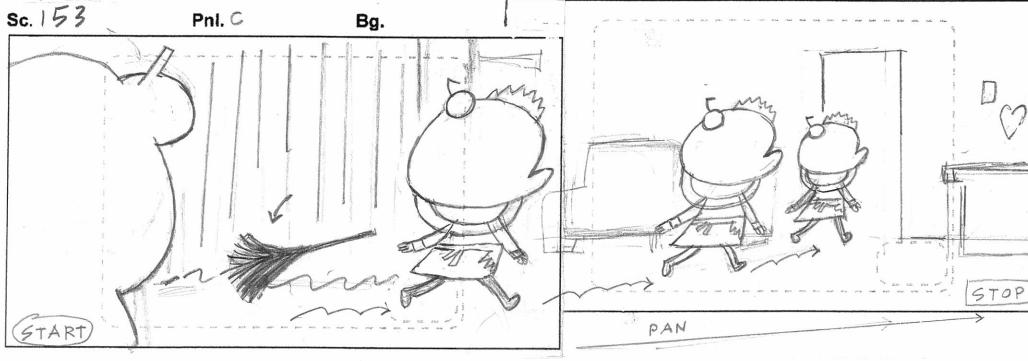
day night

day night

53

014-

EPISODE#



Dialog:

Action:

- CGSG RUNS TO BEDROOM

CAMERA PAN WITH COSG

Timing:

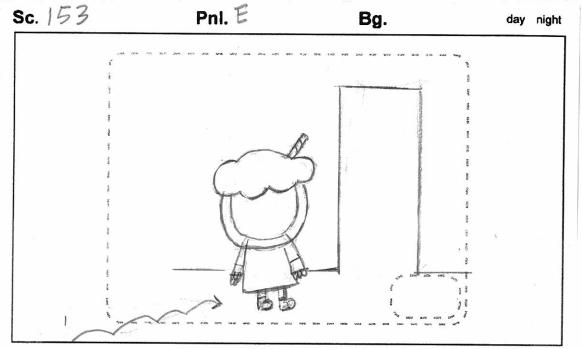


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53

EPISODE#

Sc. 153 Pnl. D Bg. day night



Dia	on.
UIG	oy.
	-

Action:

- RBG WALKS IN QUICKLY.

- RBG STOPS (CONFUSED) TAND LOOKS AT

Timing:



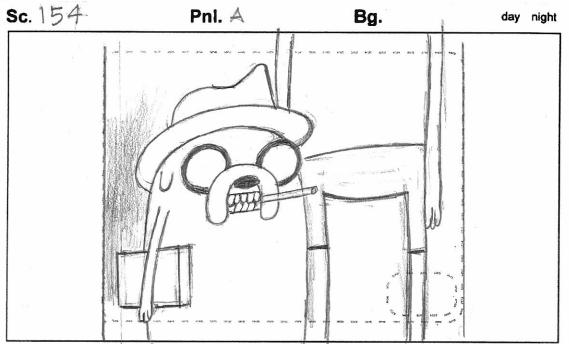
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153

014

EPISODE#

Sc. 153 Pnl. F Bg. day night



Dialog:

JAKE: HEY, THIS LOOKS --

JAKE: -- KIND OF PERSONAL,

Action:

- JAKE SLIDES ON/S

Timing:



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53

1014 -

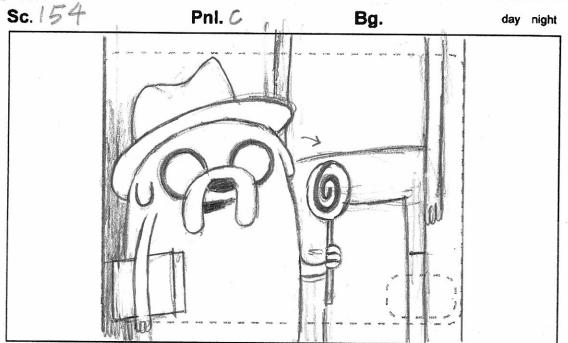
EPISODE#

Sc. 154

Pnl. B

Bg.

day night



Dialog: JAKE: 50.

JAKE: WE'LL JUST BE TAKING THIS TAPE AND

Action:

- JAKE PULLS LOLLIPOP OUT OF MOUTH.

Timing:



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53

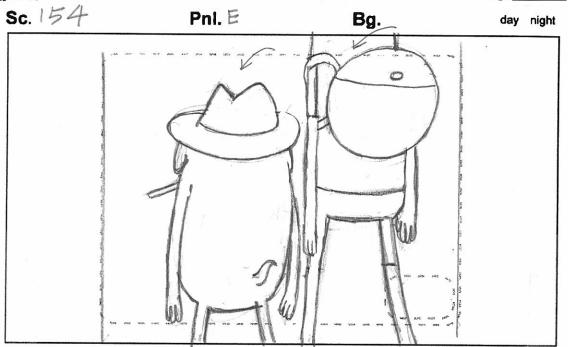
014-1

EPISODE#

Sc. 154

Pnl. D

Bg. day night



Dialog:

JAKE: GOING

FINN: HEH HEH HEH

Action:

-F+J TURN AND WALK AWAY (IN UNISON)

Timing:



267

53

014-

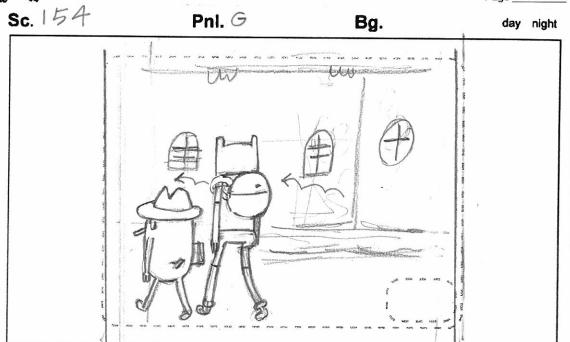
EPISODE#

Sc. 154

Pnl. F

Bg. day night

Timing:



Dialog:	FINNSTA		
Action:			
	*		

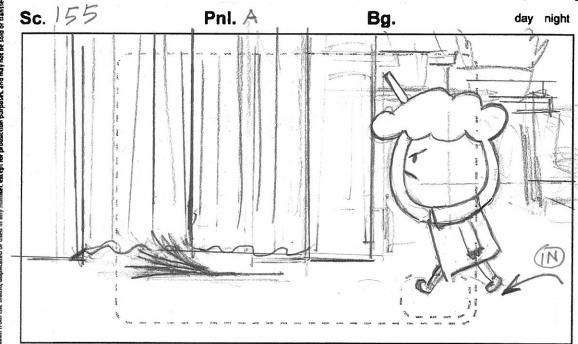


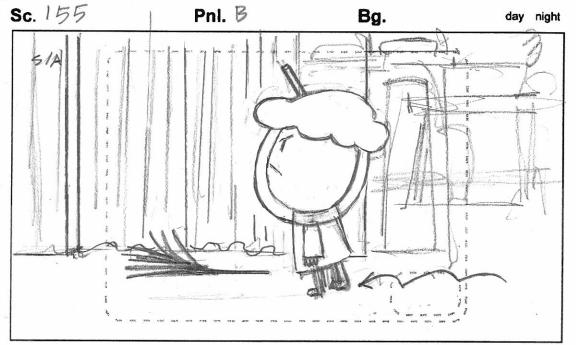
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014

EPISODE #



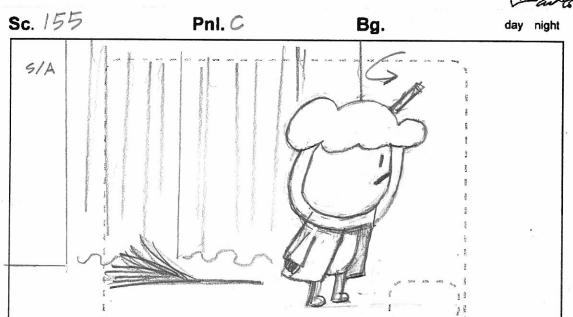


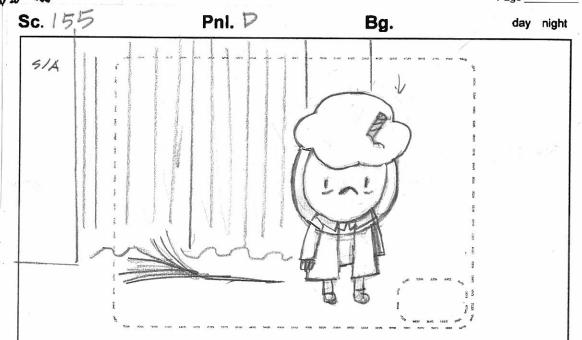
_	•		
n	ia	100	
u	ıa	IOC	١.

Action:

- RBG WALKS TOWARDS FRONT DOOR, ANGRILY.

Timing:

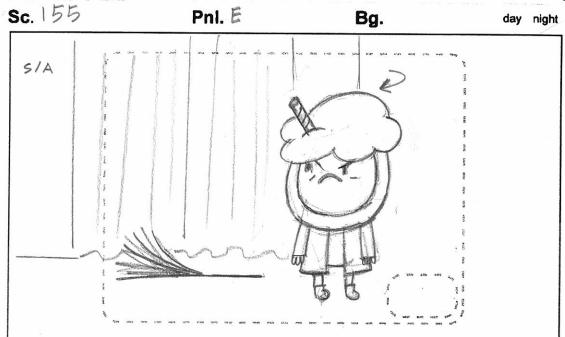


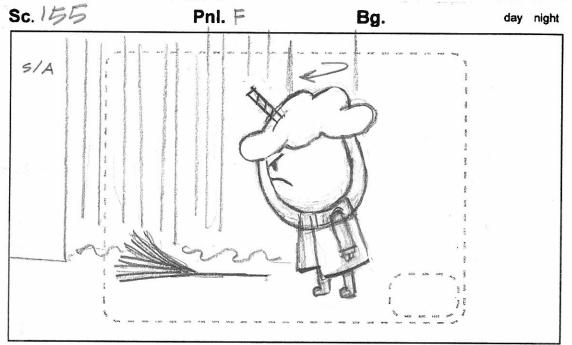


Dialog:			
		· ·	
Action:	- RBG LOOKS BACK TO BEDROOM,	- RBG PAUSES, CONFUSEDLY.	
	CONFUSEDLY,		
Timing:			
Tilling.			



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Dialog:	

Action:

- RBG LOOKS OUT FRONT DOOR,
DETERMINDLY.

Timing:

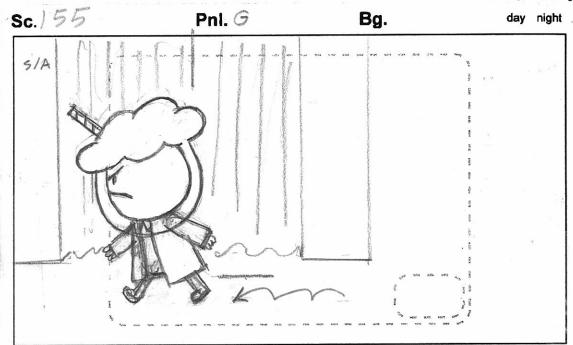
Production:

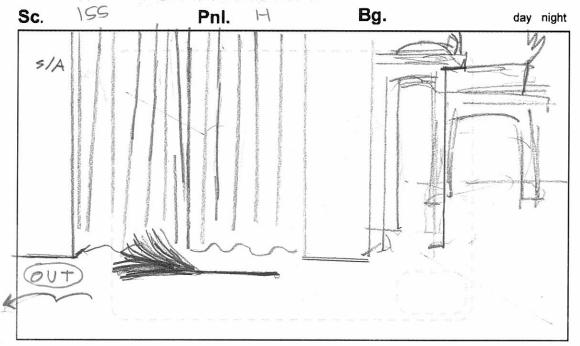


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5

EPISODE#





Dialog:

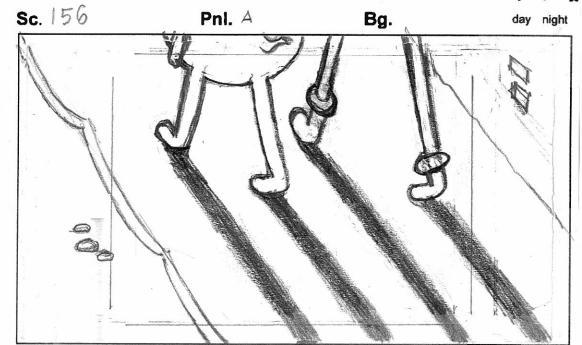
Action: - RBG WALKS OUT, DETERMINDLY.

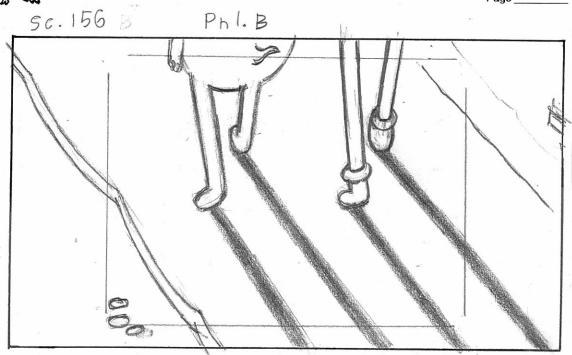
Timing:

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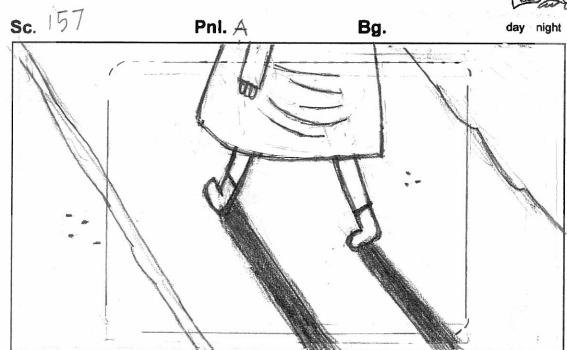
Dialog:			2	
	H.			
Action: -F+J WALK	ING			
Timing:				,

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EPISODE #



273



Sc. 157

Pnl. B

Bg. day night

D	ia	lo	g	
			w	

Action:

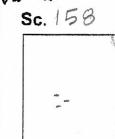
- RBG WALKING

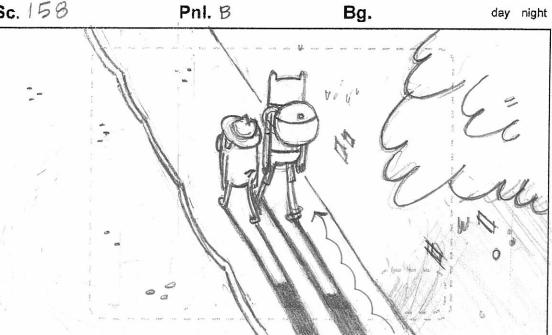
Timing:

Production:



Sc. 158 Pnl. A Bg.





D	a	0	q	:
			•	

Action:

-F+J WALK ON/S (IN UNISON)

Timing:

Production:



day night

Sc. 158 Pnl. C Bg. day night Sc. 159 Pnl. A Bg.

Dialog:

Action:

- F+J WALK OFF/S - RBG WALKS ON/S

Timing:

Production:



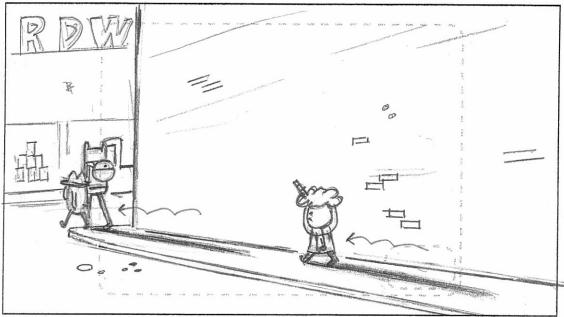
Sc. 159 Pnl. B Bg.

Sc. 159 day night

Pnl. C

Bg.

day night



-	Dialog:	v* •					
Section of the last							
İ	Action:		<u> </u>	,			
ŀ	Timing:				<u> </u>		***************************************
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l							
ı							

EPISODE #

M 5

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Sc. 160

Pnl. A

Bg.

day night

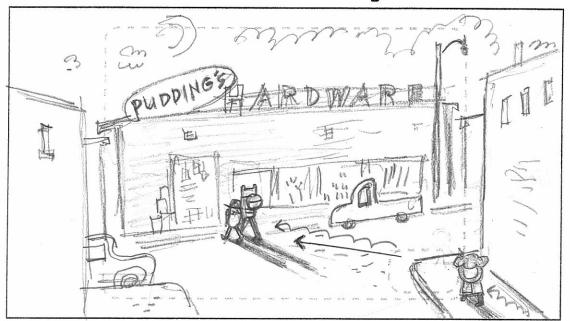
Sc. 160

Pnl. B

Bg.

day night





Dialog:	Di	al	og	:
---------	----	----	----	---

Action:

[START POSE]

-F+J CROSS STREET TO HARDWARE STORE.

* F+J SHADOWS SHIFT FROM LONG SHADOWS

(ON THE STREET) TO SHADOWS FROM OVERHEAD

FLOURESCENT LIGHTS (IN THE STORE).

Timing:

Production:

1014-



Sc. 160 Pnl. C Bg.

Sc. 161 day night

Pnl. A

Bg.

day night

M 5

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EPISODE#



Dialog:

Action:

- F+J ENTER HARDWARE STORE.

- RBG LOOKS ACROSS STREET TO HARDWARE STORE.

Timing:



Sc. 162 Pnl. A Bg.

Sc. 162

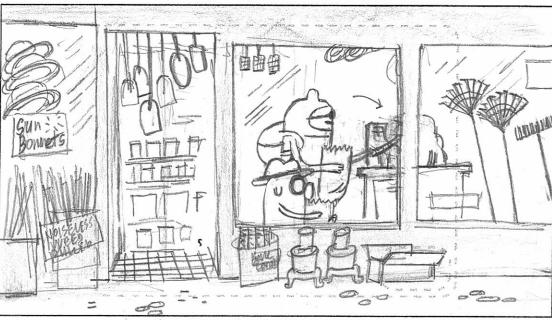
Pnl. B

Bg.

day night

M 5

0



Dialog:	
Action:	- FINN HANDS CASH TO STORE MANAGER.
	- FINN HANDS CASH TO STOKE MANAGER
Timing:	



Sc. 162

Pnl. C

Bg.

Sc. 162

Pnl. D

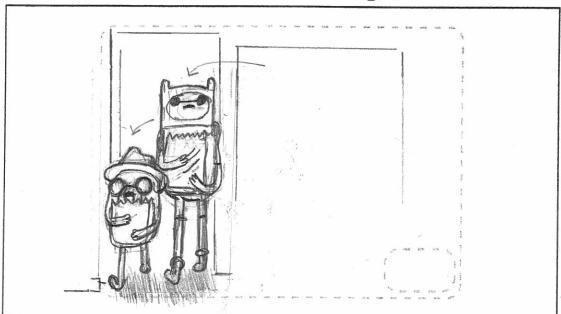
Bg.

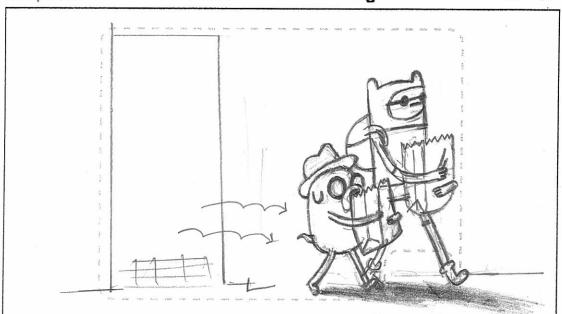
day night

M 5

01

EPISODE #





Dia	loa:
	3 .

Action:

- F+J WALK OUT OF HARDWARE STORE (IN UNISON).

Timing:



281

Sc. 163

Pnl. A

Bg.

day night

Sc. 163

Pnl. B

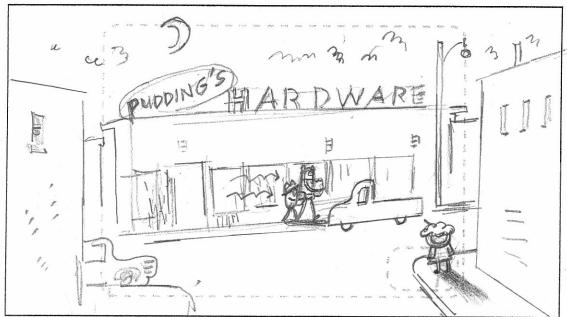
Bg.

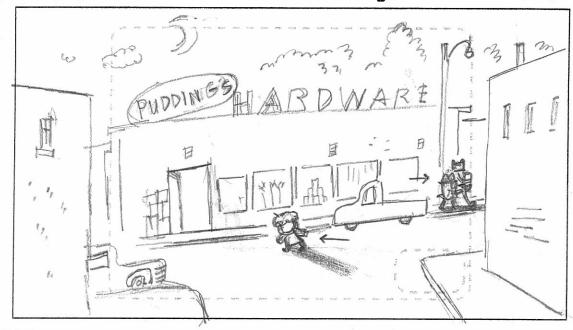
day night

M

014-

EPISODE #





Dialog:

Action:

- RBG WATCHES F+J WALKING AWAY FROM STORE.

- RBG HURRIES ACROSS STREET TO STORE.

Timing:



Sc. 163 Pnl. C Bg. day night

Sc. 164

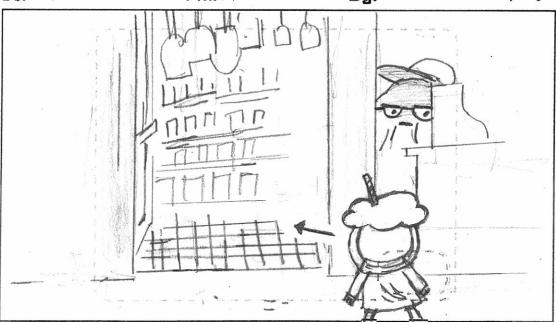
Pnl. A

Bg.

day night

M 5

EPISODE #



Dialog:	3	

Action:

[END POSE]

[START POSE]

Timing:



Sc. 164

Pnl. B

Bg.

day night

Sc. 164

Pnl. C

Bg.

day night

S

1014 - 1

EPISODE #



Dialog:

RBG = MISTER PUDDING -

PUDDING: YOU CAN JUST CALL ME BUCK ...

Action:

- RBG ENTERS HARDWARE STORE

- MR. PUDDING WALKS OVER TO RBB.

Timing:



Page 284

52

EPISODE#

Sc. 164

Pnl. D

Bg.

day night

Solve to the second secon

Sc. 164

Pnl. E

Bg. day night

Dialog:

RBG: UH, BUCK, THOSE -

PUDDING: ... NO NEED TO BE FORMAL HERE, SON.

RBG: THOSE GUYS WHO WERE JUST IN HERE -

Action:

Timing:



Sc. 164

Pnl. F

Bg.

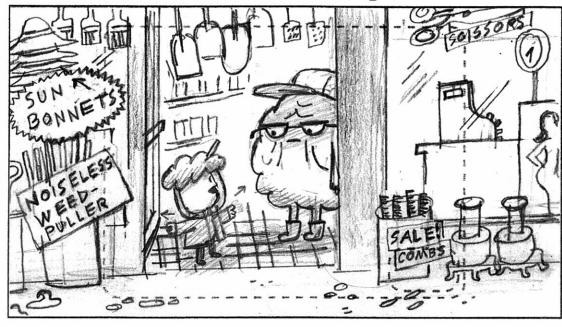
Sc. 164

Pnl. G

Bg.

day night





Dialog:

RBG= - CAN YOU TELL ME WHAT THEY BOUGHT ? ... RBG: ... I MIGHT WANT TO BUY THE SAME STUFF.

Action:

Timing:

Production:

1014-



Page 286

M

Sc. 164

Pnl. H

Bg. day night

Solve is a second s



Dialog:
PUDDING: WELL LET'S SEE.

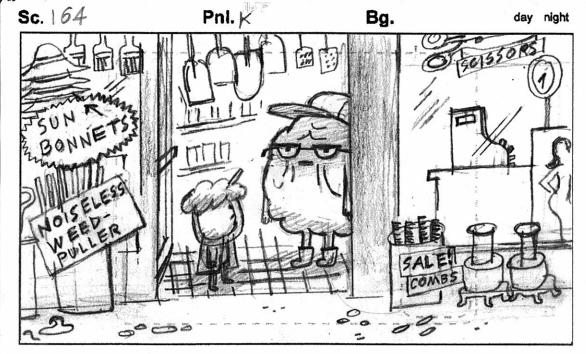
PUDDING: A SHOVEL,

Timing:

Action:



Pnl.J Sc. 164 Bg.



Dialog:

PUDDING: A SAW, SOME PLASTIC BAGS, PUDDING: SOME DUCT TAPE,

Action:

Timing:

Production:

5

01



Page 288

Sc. 164

Pnl. L

Bg. day night

Sc. 165

Pnl. A

Bg. day night

Dialog:

PUDDING: MOSQUITO REPELLANT,

PUDDING (0/5) : BONESAW,

Action:

- RBG IS A LITTLE BORED OR STUNNED.

Timing:

Production:

5



280 Page_

Sc. 165

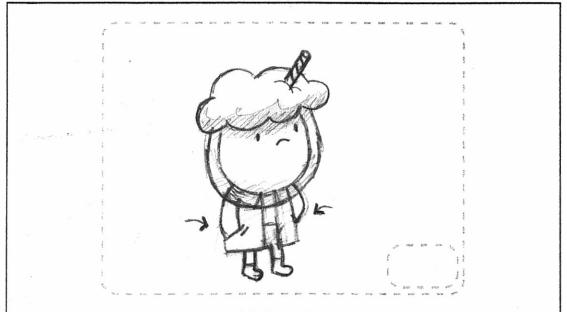
Pnl. B

Bg. day night

Sc. 165

Pnl. C

Bg. day night





Dialog:

PUDDING & A BLUDGEON,

Action:

- RBG PUTS HANDS IN POCKETS.

- RBG FEELS SOMETHING IN COAT POCKET.
- ACCENT LINES POP OFF RBG'S HEAD.

Timing:

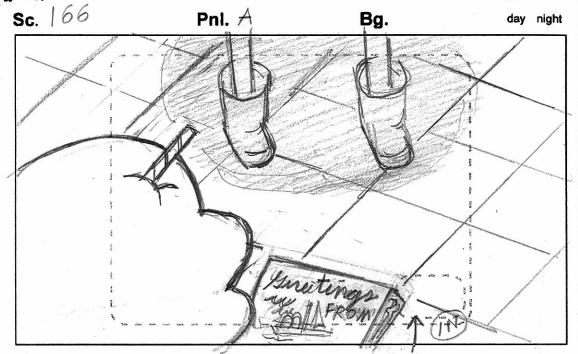


M 5

01

EPISODE#

Sc. 165 Pnl. D Bg.



Dialog:

PUDDING: A MOP,

Action:

- RBG PULLS MATCHBOOK OUT OF COAT POCKET.

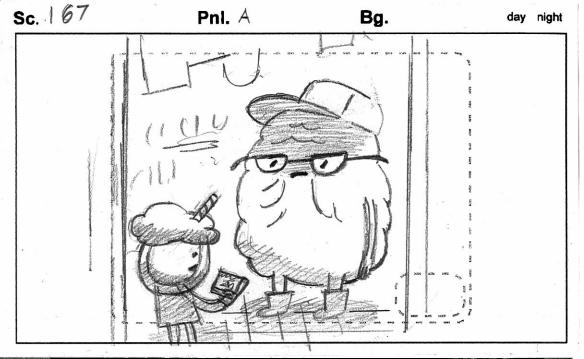
- RBG HOLDS UP MATCHBOOK.

Timing:



M

Sc. 166 Pnl. B Bg.



Dialog:

PUDDING: RUBBER GLOVES ... RIG (CUTTING IN): SAY MISTER - BUCK -

Action:

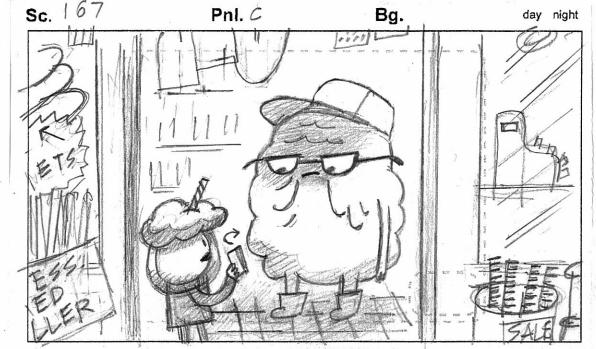
Timing:

5

EPISODE#

ADVENTURE TIME

Sc. 167 Pnl. B



Dialog:

RBG: DO YOU KNOW ANYTHING ABOUT -- RBG: -- THIS LAKE BUTTERS COTCH?

Action:

- RBG SHOWS MATCHBOOK COVER to PUDDING.

Timing:



2*93*

Sc. 167

Pnl. D

Bg. day night

Sc. 167

Pnl. E

Bg.

day night

Dialog:

PUDDING: RIGHT NICE SPOT. LONELY.
ISOLATED.

PUDDINGS/ MILES FROM WHERE ANYONE
COULD HEAR A PERSON
SCREAM.

Action:

Timing:

Production:

53

4-

101

EPISODE#



294 Page 294

50

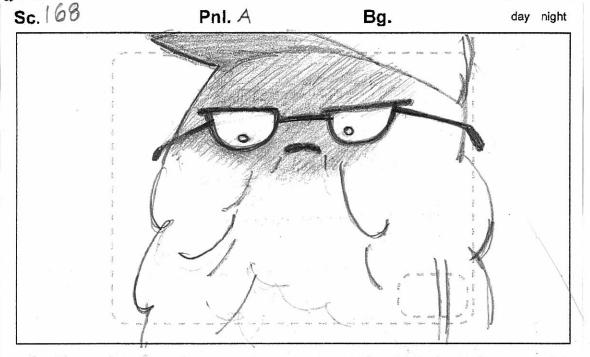
EPISODE#

Sc. 167

Pnl. F

Bg.

day night



Dialog:

PUDDING : -- IF A PERSON WAS SCREAMING FOR SOME REASON. PUDDING = KIND OF ...

Action:

Timing:

Sc. 168

Pnl. ₿

Bg.

Sc. 169

Pnl. A

Bg.

day night

M 5

0

EPISODE#



Dialog:

PUDDING: -- CREEPY, NOW THAT I THINK ABOUT IT.

PUPDING & NOTHING UP THERE --

Action:

* MAYBE THE FLOURESCENT LIGHTS FLICKER AT THIS POINT

Timing:



Sc. 169

Pnl. B

Bg.

Sc. 169

Pnl. C

Bg.

day night

M 5

0





Dialog:

PUDDING: -- THESE DAYS BUT SOME ABANDONED CABINS.

PUDDING: NICE PLACE TO HIDE A BODY,

Action: (START POSE)

- RBG RUNS PAST PUDDING.

Timing:



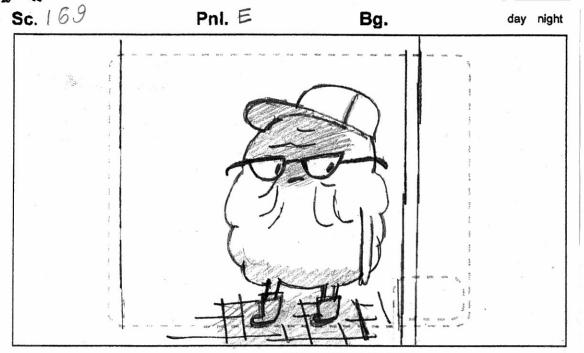
Page 297

Sc. 169

Pnl. D

Bg.

day night



Dialog:

PUDDING: -- IF YOU WERE INTO THAT SORTA THING.

(SFX:) SLAM! [TRUCK DOOR.]

Action:

Timing:

Production:

53

EPISODE#



Sc. 169

Pnl. F

Bg.

Sc. 169

Pnl. G

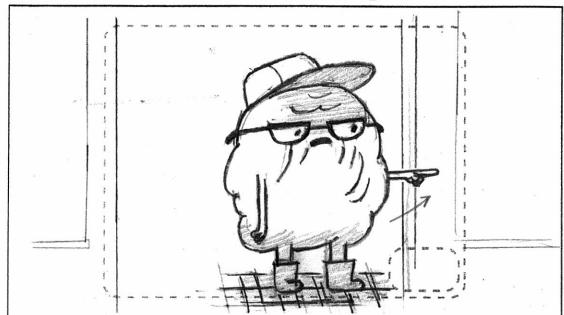
Bg.

day night

3

EPISODE #





Dialog:

PUDDING: SON, NOW WHAT ARE YOU DOING --

PUDDING: -- IN MY PICKUP TRUCK ? (SFX): VROOM! [MOTOR REVVING UP.]

Action:

Timing:



Page 299

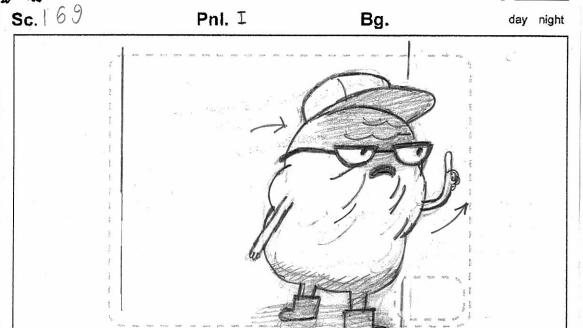
4-153

0

Sc. 169

Pnl. H

Bg. day night



Dia	log:
via	ou.

PUDDING : HEY - WAIT A MINUTE! ...

PUDDING: HEY - STOP, THIEF!

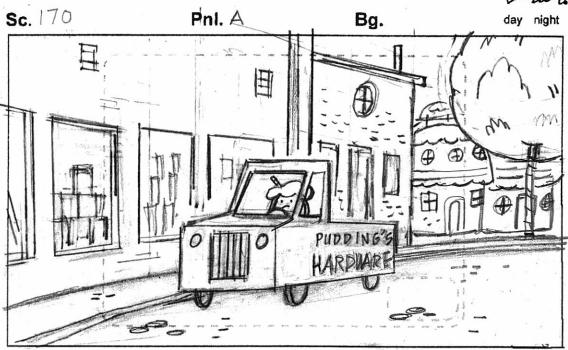
Action:

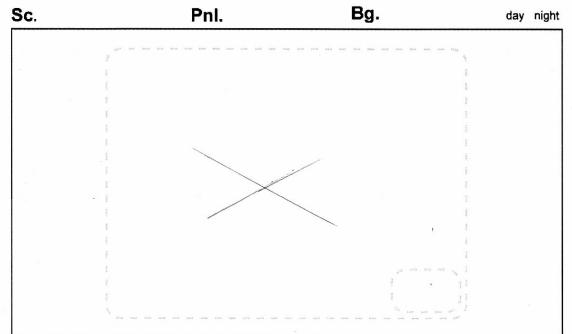
Timing:



Page 300

53





Dia	OU.
Dia	oy.

(SFX): VRRM! ---

Action:

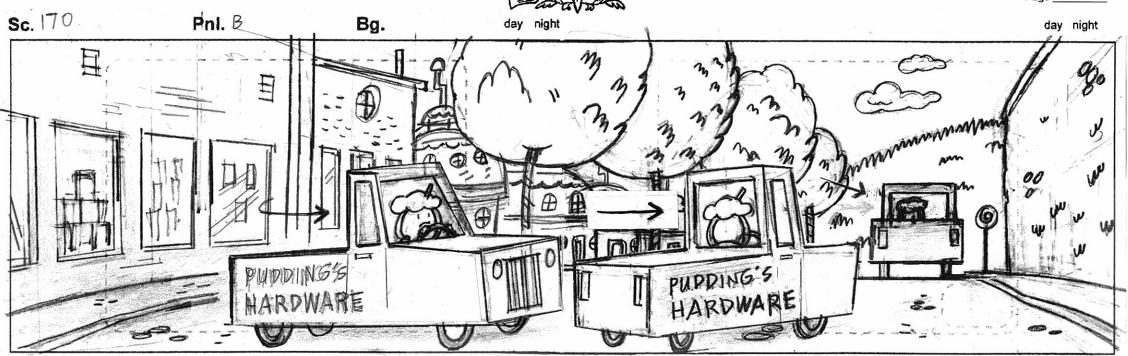
PICKUP TRUCK IS ALREADY MOVING (MAYBE BEYOND THIS POINT.)

Timing:

Dialog:



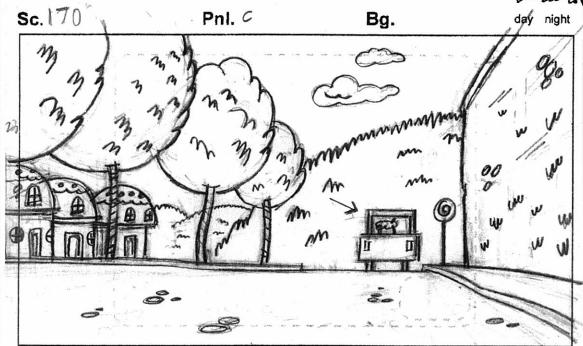
age 301

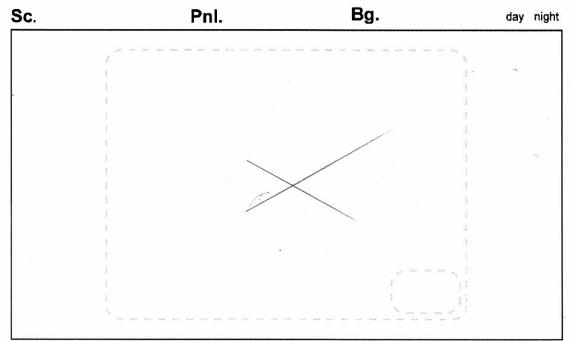


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ē.			
Action:	RBG DRIVES HARDWARE STORE TRUCK RIGHT	PAN	STOP
Timing:			



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Dialog:				-
<u>.</u>	•			
A -4! ·				W
Action:	-TRUCK CONTINUES INTO DISTANCE.		*	
Timing:				

3

EPISODE #

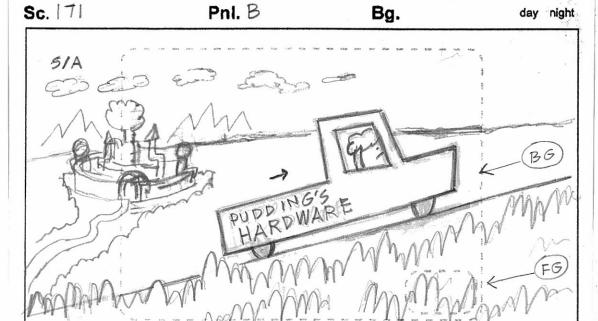


Page 303

53

EPISODE #

Sc. |7 | Pnl. A | Bg. | day night



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Dial	00	
Ulai	vу	٠

Action:

-PICKUP TRUCK SPEEDING UP INCLINE, GAINS SLIGHTLY THROUGH SCENE.

Timing:

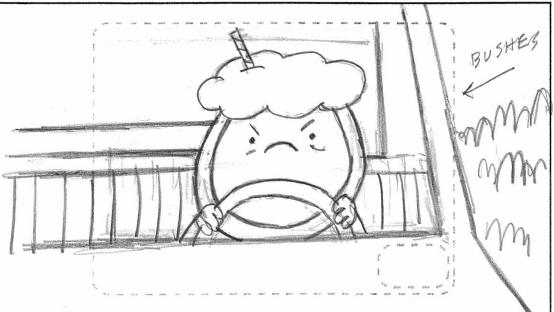


day night

M 5

EPISODE#

Sc. 172 Pnl. A Bg.



Bg.

Pnl. B

Dialog:

Action:

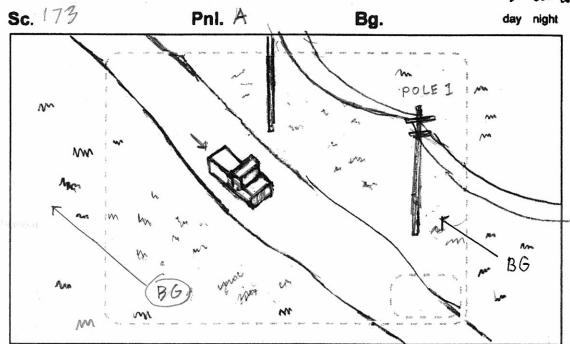
- RBG IN PICKUP TRUCK COMES TOWARDS CAMERA BUSHES/ GRASS ANIMATE BACK

Timing:



S

EPISODE#



Sc. 173 Pnl. B Bg. day night POLE I

Dialog:

Action:

- PICKUP TRUCK SPEEDING ALONG

- BG PANS - PICKUP TRUCK GAINS THROUGH SCENE.

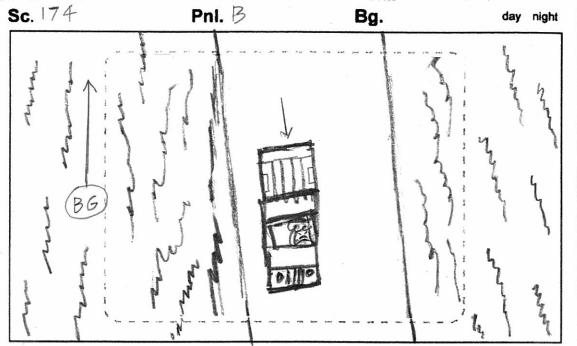
Timing:



M 5

01

Sc. 174 Pnl. A Bg.



Dialog:

Action:

- PICKUP TRUCK SPEEDING ALONG

- PAN BG - PICKUP TRUCK GAINS THROUGH SCENE

Timing:



Page 307

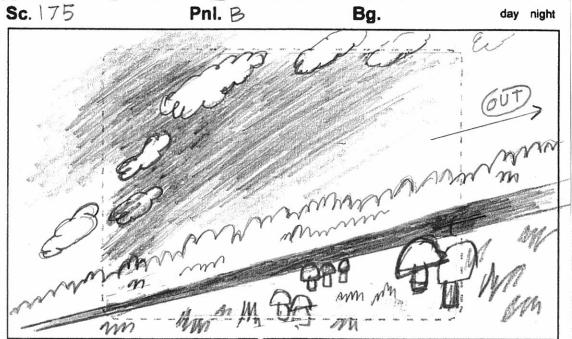
53

Sc. 175

Pnl. A

Bg.

day night



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ıaı	na
164	
	ia

Action:

- PICKUP TRUCK SPEEDS THROUGH SCENE

Timing:



Page 308

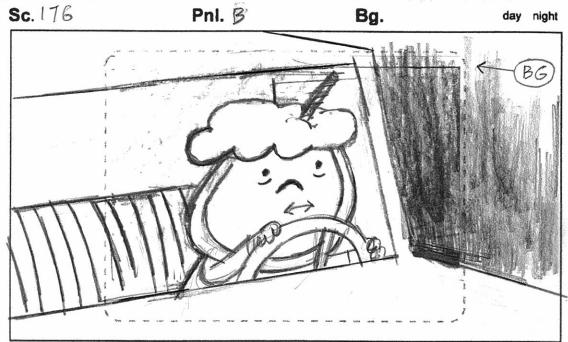
53

EPISODE#

Sc. 176

Pnl. A

Bg. day night



Dial	og:	
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Action:

- RBG STEERS SPEEDING PICKUP TRUCK

- IT IS NOW DARK OUT

Timing:



909

Sc. 177

Pnl. A

Bg.

day nigh

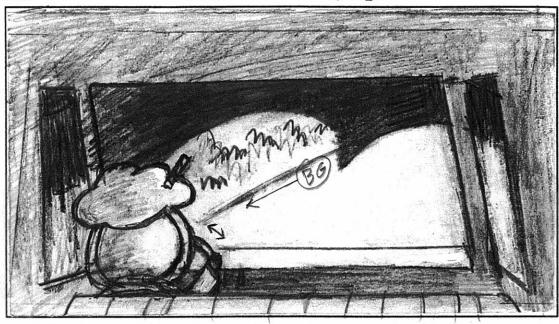
Sc. 177

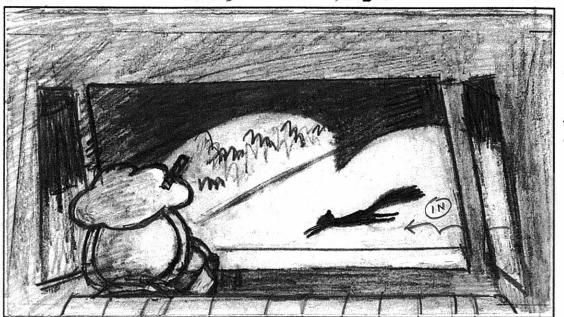
Pnl. B

Bg.

day night

L





Dialog:

Action:

- VIEW FROM INSIDE PICKUP TRUCK, RBG STEERS CAR - SQUIRREL RUNS THROUGH HEADLIGHT BEAMS

Timing:



Sc. 177

Pnl. C

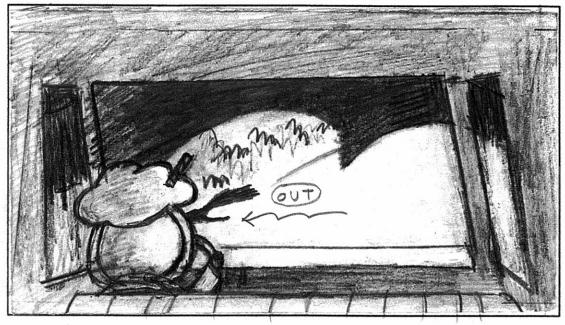
Bg.

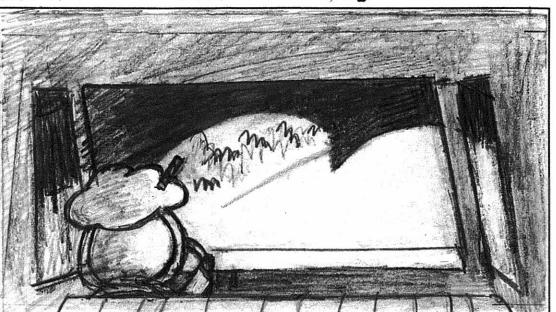
Sc. 177

Pnl. D

Bg.

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- Distance of the last of	-	
Dia		
ula	log:	

Action:

Timing:



Sc. 177

Pnl. E

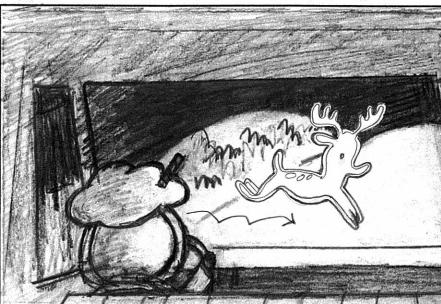
Sc. 177

Pnl. F

Bg.

day night

Bg.



Dialog:

Action:

- GUMMY DEER RUNS ACROSS ROAD

Timing:

Production:

EPISODE#



Page 312

Sc. 177

Pnl. \mathcal{G}

Bg.

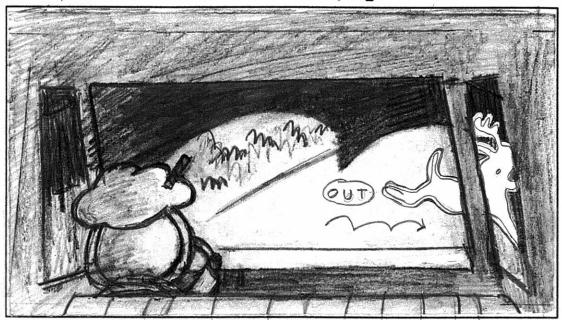
day nigh

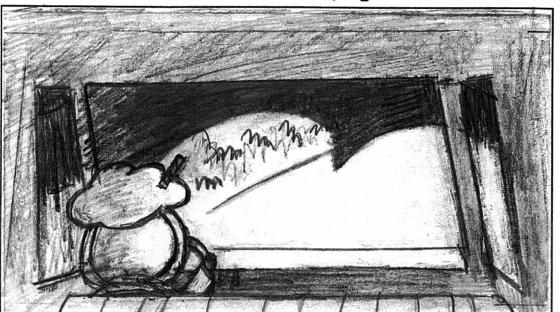
Sc. 177

Pnl. H

Bg.

day night





Dialog:

Action:

- GUMMY DEER BOUNDS OFF/S.

Timing:



Page 3 13

Sc. 177

Pnl. I

Bg.

day nigh

Sc. 177

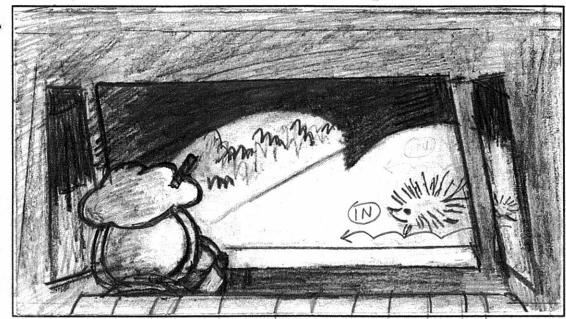
Pnl. J

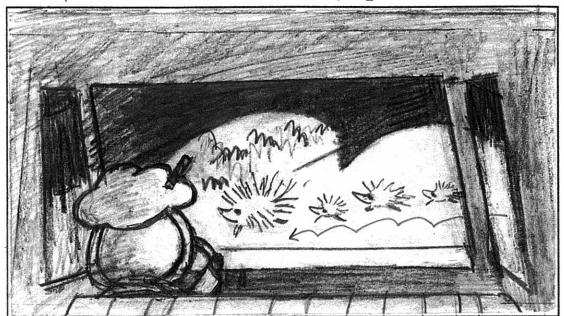
Bg.

day night

53

EPISODE #





Dialog:

Action:

- PORCUPINES RUN ACROSS ROAD

Timing:



Sc. 177

Sc. 177

Pnl. L

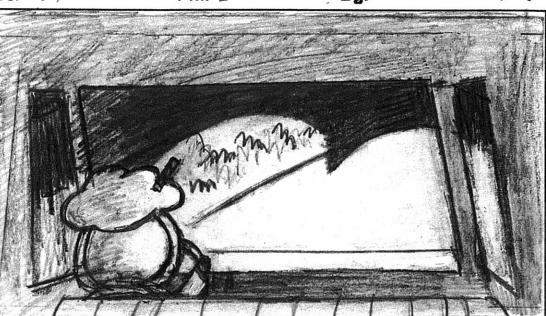
Bg.

day night

M

EPISODE #

Pnl. 🖟 Bg.



Dialog:

Action:

Timing:



Dage 315

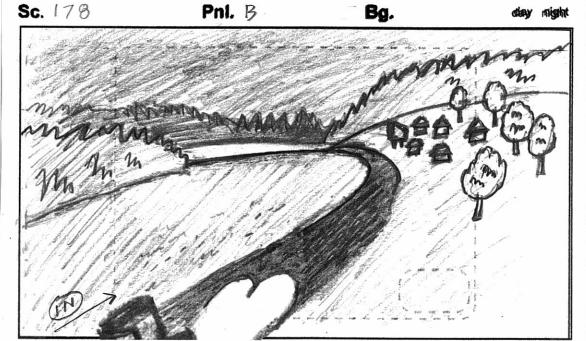
53

Sc. 178

Pnl. A

Bg.

day might



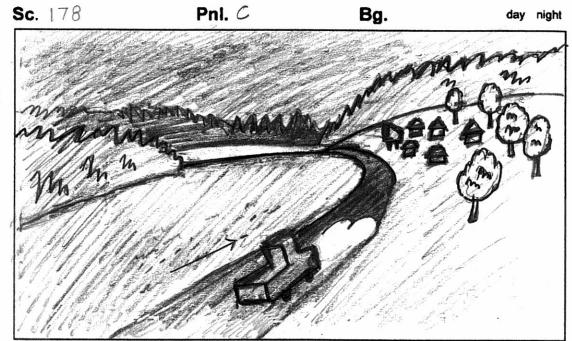
D	а	log	:

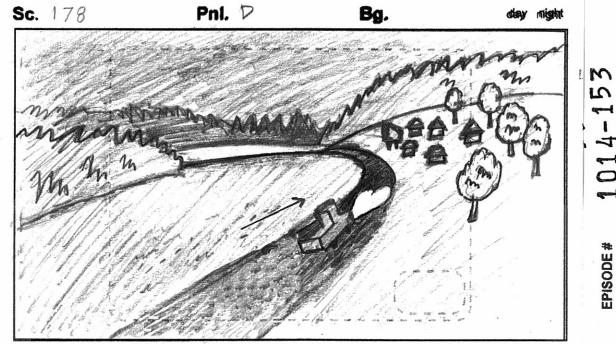
Action:

-HARDWARE TRUCK DRIVES INTO SCENE

Timing:







	The second secon			
Dialog:	2			
Action:				
Timing:			 	

Production:

4-

01

EPISODE#



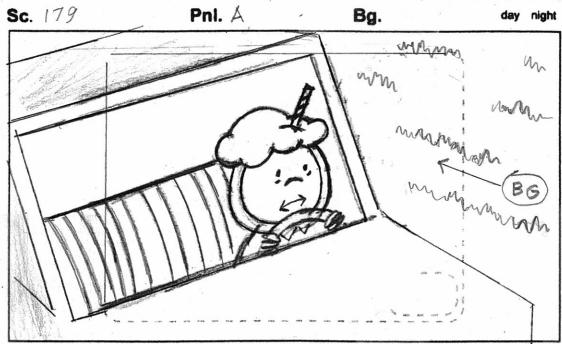
317

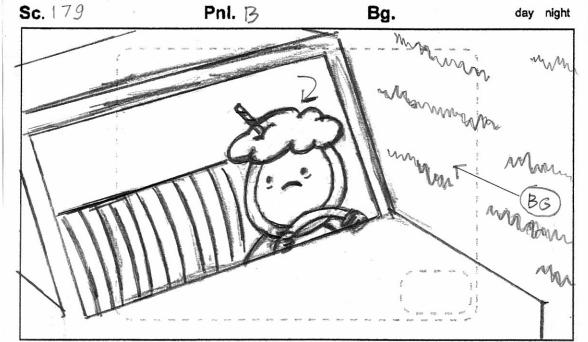
M

5

7

EPISODE#





Dial	og	:
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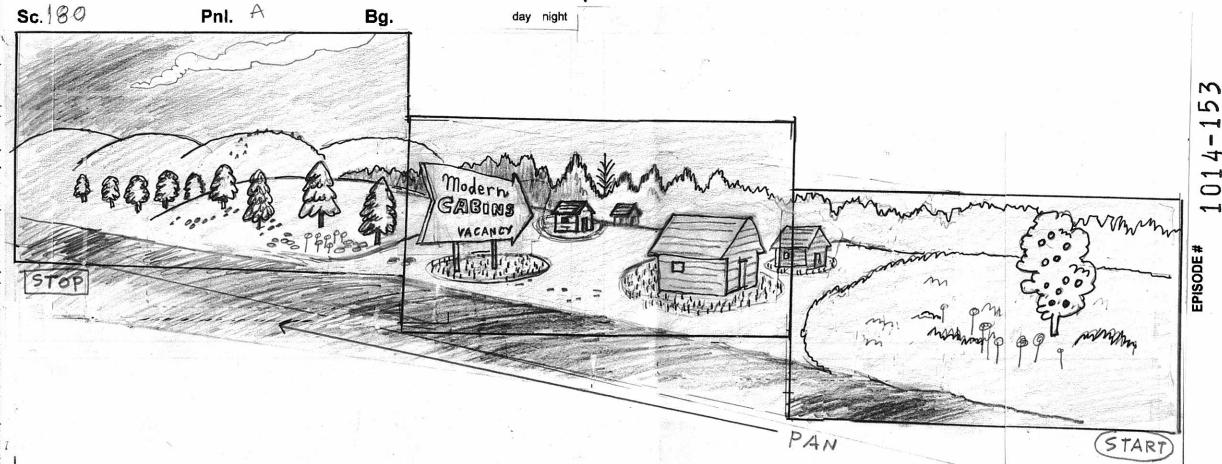
Action:

- RBG LOOKS OUT THE WINDOW TO HIS RIGHT

Timing:



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Action:

- RBG'S POV DRIVING PAST ABANDONED CABINS

Timing:



Sc. 181 Pnl. A Bg.

Sc. 181

Pnl. B

Bg.

day night

M 5

EPISODE#



Dial	log:
	- J

Action:

- RBG LOOKS OUT THE WINDOW TO HIS LEFT

Timing:

Bg.

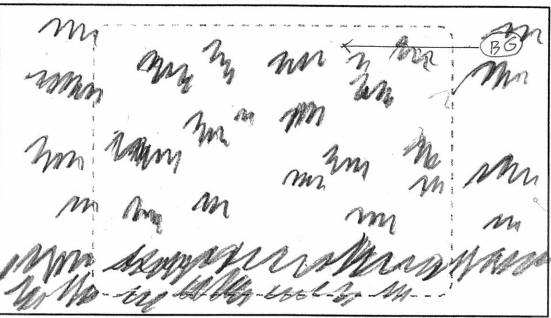


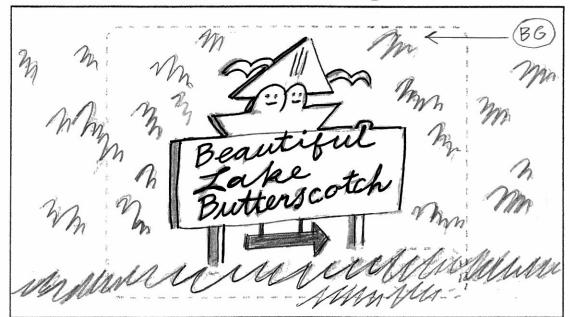
Pnl. A

82

Pnl. B

Bg.





Dialog:

Sc. 182

SFX: PICKUP TRUCK STARTING TO SLOW DOWN (MAYBE SHIFTING GEARS)

Action:

- RBG'S POV, GRASS AND BUSHES GOING PAST.

- PAN SLOWER ON SIGN (LIKE RBG'S EYES ARE

Timing:



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53

EPISODE#

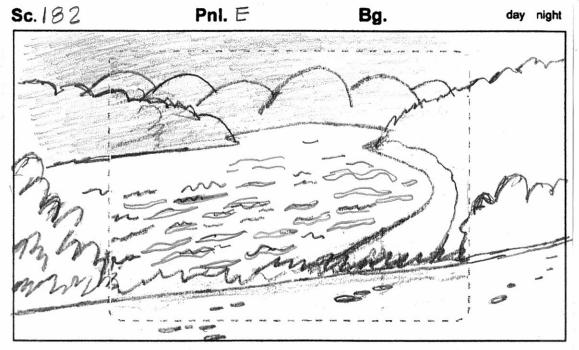
Dialog:				
Action:	- MORE GRASS AND BUSHES GO BY.		- CONTINUE SCENE GOING BY (GO SLOW ON SIGN)	
Timing:		. 8		

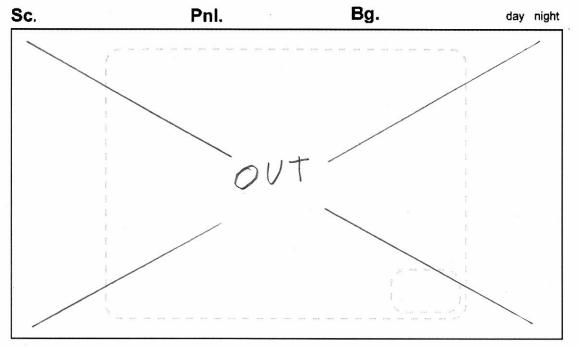
The state of the s



_{Page} 322

53





Dialog:

Action:

- CONTINUE PAN

Timing:

014 - 153

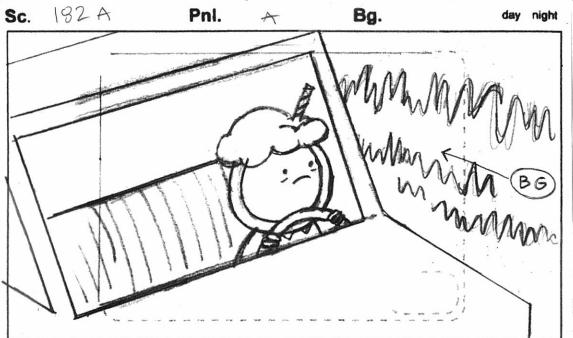
EPISODE#

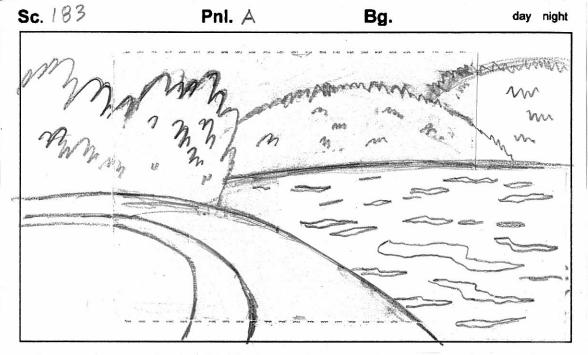
Production:

ADVENTURE TIME



Page 322A





Dialog:

SFX: PICKUP TRUCK COMING IN AND SLOWING DOWN

Action:

PAST TEIL

- HOLD ON BG

Timing:



Sc. 183

Pnl. B

Bg.

Sc. 183

Pnl. C

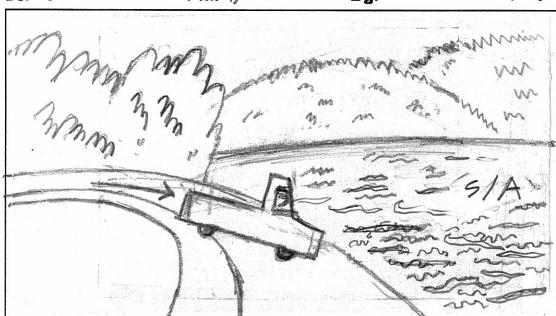
Bg.

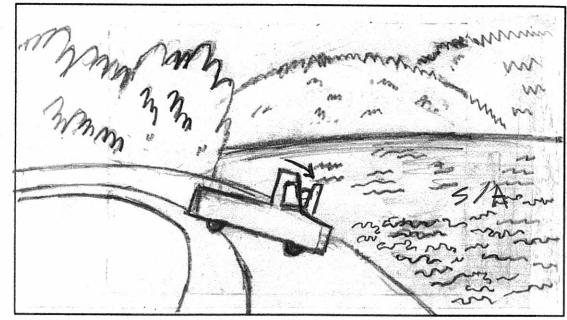
day night

3

5

EPISODE#





Dialog:

SFX: SCREECH!

SFX : DOOR OPENING

Action:

-HARDWARE TRUCK DRIVES UP TO EDGE OF LAKE.

- RBG CLIMBS OUT OF TRUCK

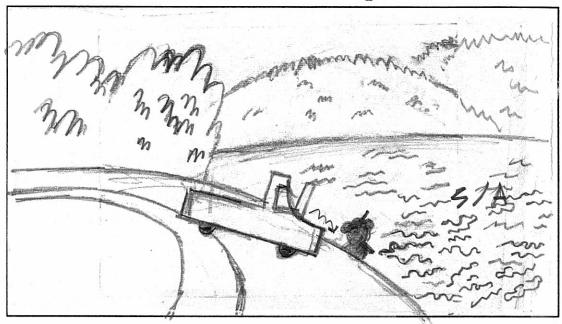
Timing:



3 5

EPISODE #

Sc. 183 Pnl. 🏿 Bg. Sc. 183 Pnl. E Bg.



-	LINE OF	Contract of the last	
Di	a	log	:

Action:

- RBG HOPS OUT OF TRUCK

- RBG RUNS DOWN TO LAKE

Timing:

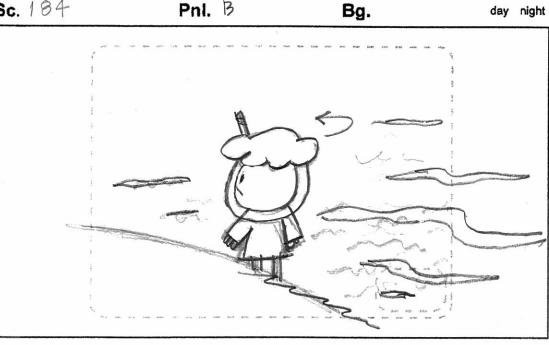


Sc. 184 Pnl. A Bg. Sc. 184 Pnl. B

day night

M 5

EPISODE#



Dialog:

SFX: CHUG CHUG CHUG

(AN OUTBOARD MOTOR/

MIXMASTER)

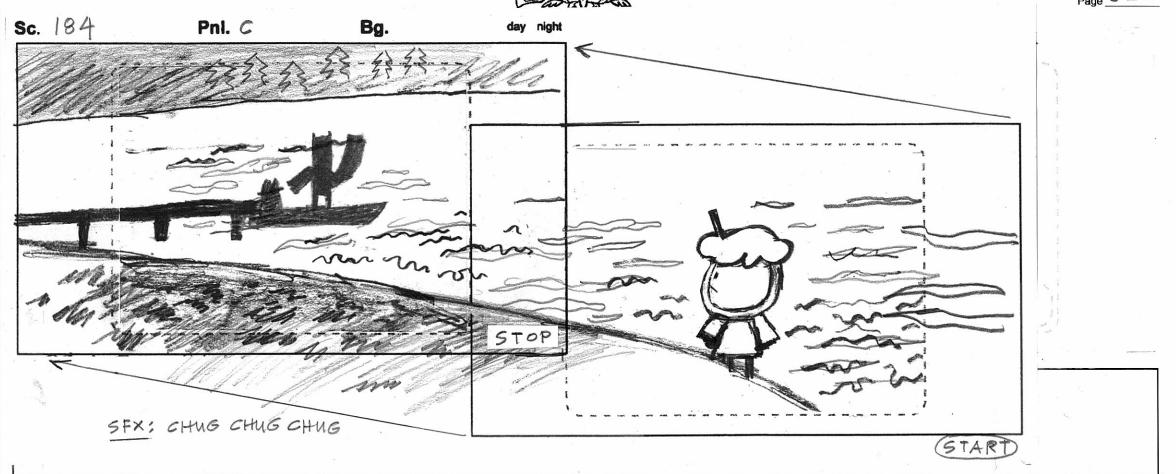
SFX: *GHUG CHUG CHUG*

Action:

Timing:



3 L



Action:

CAMERA PAN TO BOAT WITH F+J (AND PB IN CARPET)

COMING OUT SLOWLY FROM BEHIND

DOCK.

Timing:



age 327

53

0

Sc. 184 Pnl. D Bg. day night

Sc. 185 Pnl. A

Bg. day night

Dialog:

Action:

- BOAT WITH F+J (AND PB IN CARPET)
COMES FARTHER OUT FROM DOCK.

- RBG SEES BOAT

Timing:

Production:

2 Mil This material is the Proper



Sc. 185 Pnl. B Bg. S/A

Sc. 185

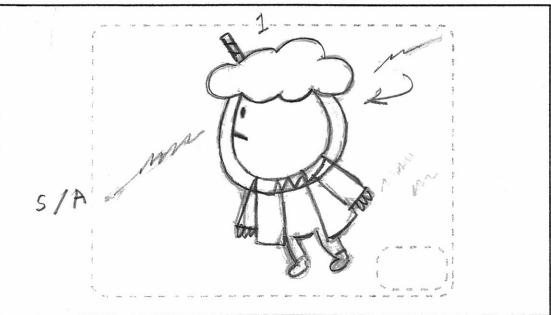
Pnl. C

Bg.

day night

3

EPISODE#



Dialog:

Action:

- RBG LOOKS QUICKLY TO HIS LEFT

- RIBG LOOKS QUICKLY TO HIS RIGHT

Timing:



day night

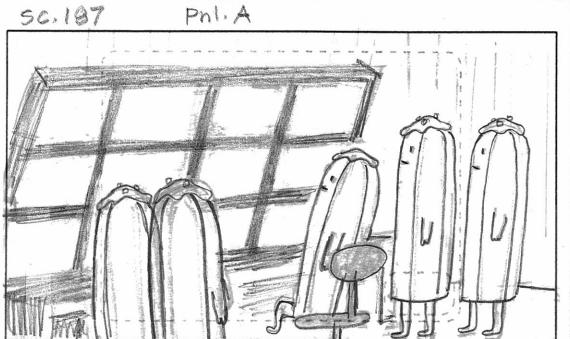
M

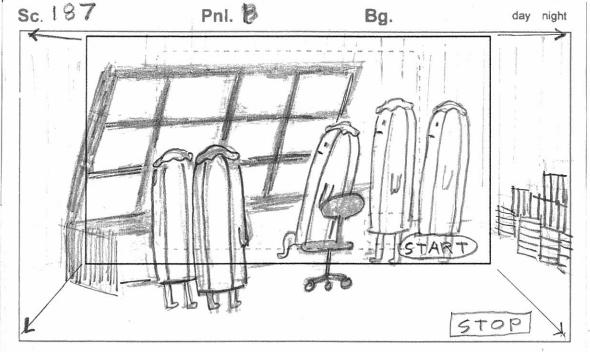
Sc. 186 Pnl. A

Timing:



Page 330





Action:

- BANANA GUARDS LOOK AT SECURITY

MONITORS

ON THE SCREENS, CANDY KINGDOM

BG DESIGNS

- SFX: BLOOPY BLOOPY BLOOP (IPULSE'

PHONE RING) [AT END OF TRUCK OUT]

- TRUCK OUT TO SHOW THE ENTIRE

BORING SCENE

Timing:



age 331

B

5

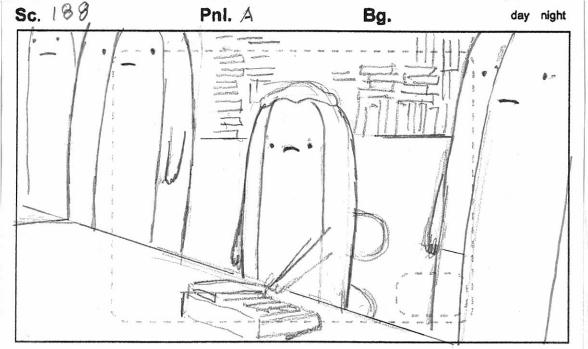
014-

EPISODE#

Sc. 187

Pni. C

Bg. day night



Dialog

Action:

- BANANA GUARD REACHES FOR PHONE.

[H. U. POSE]

Timing:



Sc. 188

Pnl. B

Bg.

Sc. 188

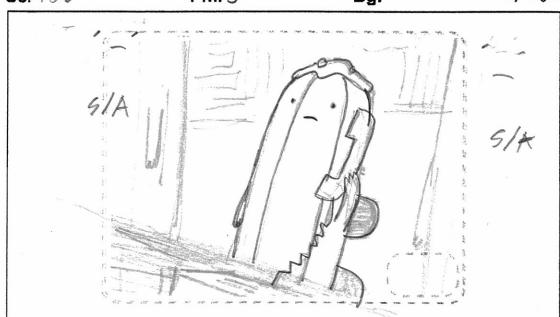
Pnl. C

Bg.

day night

5

EPISODE#



Dialog:

BG#1 YUH.

RBG (OVER THE PHONE): DON'T HANG UP!

Action:

- BANANA GUARD PICKS UP RECEIVER.

Timing:



 $_{Page}$ 333

Sc. 189

Pnl. A

Bg.

Sc. 189

Pnl. B

Bg.

day night

5/A

S 014

EPISODE#

Dialog:

RBG: UH ... I'M ROOT BEER GUY!

I'M THE GUY WHO --

RBG: -- KIDNAPPED PRINCESS

BUBBLEGUM! YEAH!

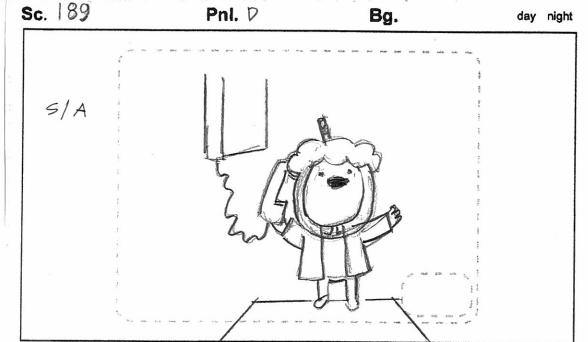
Action:

Timing:



Page 334

Sc. (89) Pnl. C Bg. day night



Dialog: RBG: I'VE WRAPPED HER IN A CARPET!

RBG: AND I'M GOING TO DUMPHER IN LAKE BUTTERSCOTCH!

Action:

Timing:

Production:

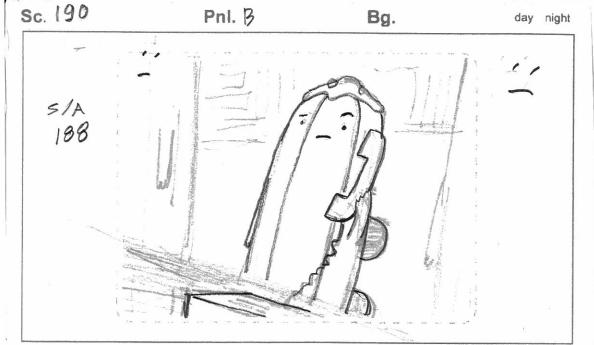
5

EPISODE#



Page 335

Sc. 190 Pnl. A Bg. day night



Dialog:

RBG (OVER THE PHONE):

I'M COMPLETELY INSANE, HA HA!

Action:

-BG RAISES EYEBROW

Timing:



Sc. 191

Pnl. A

Bg.

Sc. 191

Pnl. B

Bg.

day night

3 5

EPISODE#

Dialog:

RBG: BUT YOU STILL HAVE TIME TO STOP ME -

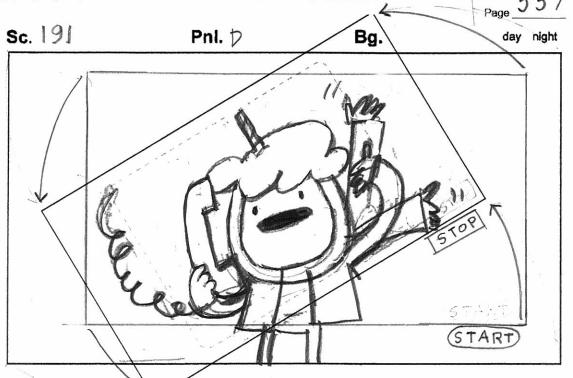
RBG: - GET UP TO LAKE BUTTERSCOTCH RIGHT NOW, BANANA MAN -

AND BRING YOUR FRIENDS! -

Action:

Timing:

Sc. 191 Pnl. C Bg.



Dialog: RBG: - YOU CAN ALL BE HEROES! IT'S A GREAT OPPORTUNITY! -

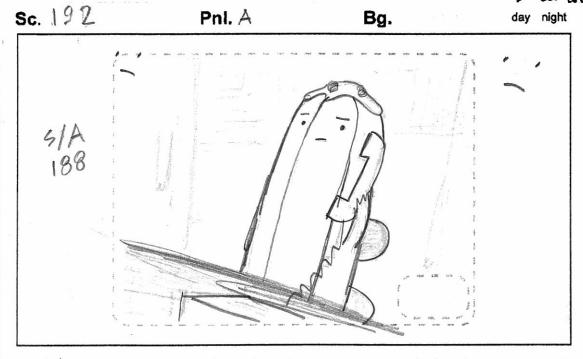
RBG: - BUT YOU MUST ACT NOW!

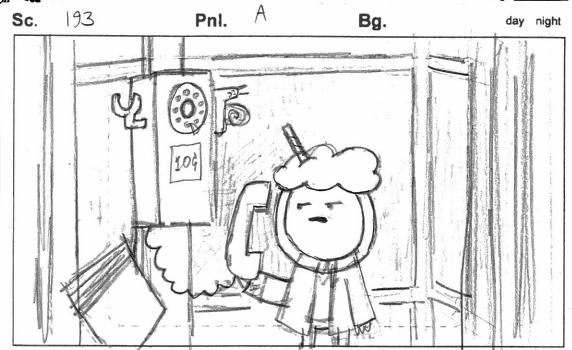
Action: - TRUCK IN ON RBG - FURTHER TRUCK IN (TWISTY) ON RBG

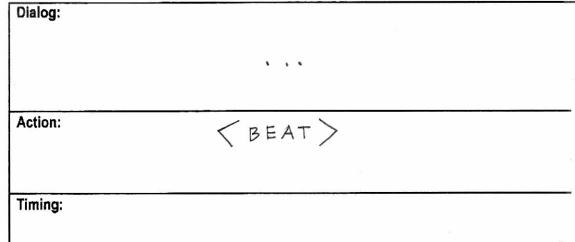
Timing:

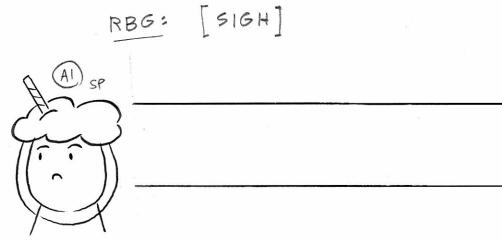


, 338











 $_{\text{Page}}$ 339

Sc. 193

Pnl. B

Bg.

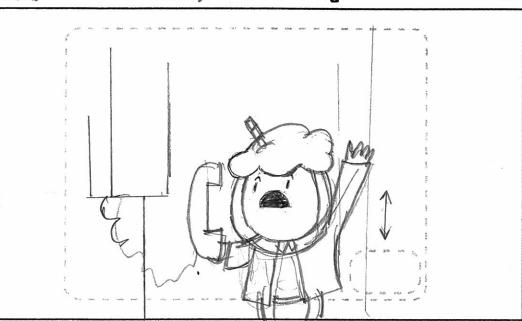
Sc. 193

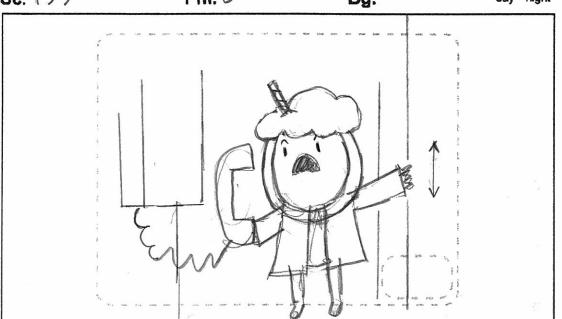
Pnl. C

Bg.

M

day night





Dialog:

RBG: AND I TOOK --

RBG: -- A BOAT OUT, AFTER --

Action:

- RBG JUMPS UP AND DOWN EXCITEDLY

Timing:



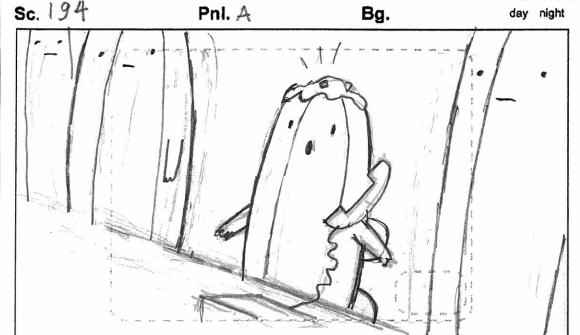
Page 340

53

014

EPISODE #

Sc. 193 Pnl. D Bg. day night



Dialog:

RBG: -- EIGHT O'CLOCK!

Action:

Timing:



Sc. 194 Pnl. B Bg. day night

Sc. 194A

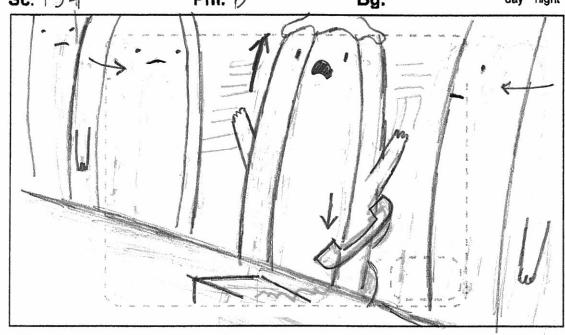
Pnl. A

Bg.

day night

M 5

EPISODE#



Dialog: BG#2: EMERGENCY!

BG#2: QUICKLY, TO LAKE BUTTERSCOTCH!

Action: -BG HOPS TO HIS FEET.

-BG STARTS RUNNING EXCITEDLY

Timing:



Page 342

Sc. 194A

Pnl. B

Bg.

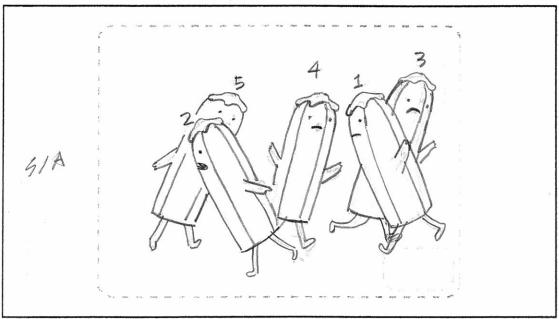
Pnl. C

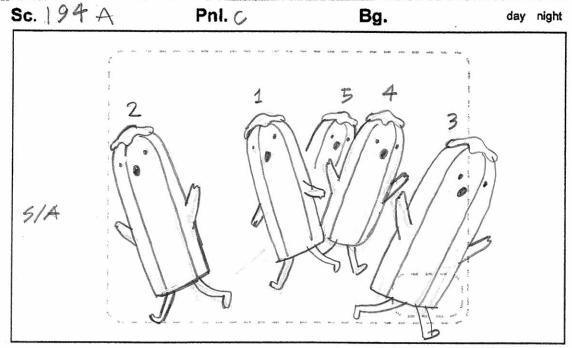
Bg.

day night

EPISODE#

5





Dialog:

BG#2: BOAT CRIME!!

BGS: (SIREN NOISE) WOOP-WOOP-WOOP-WOOP-WOOP!

Action:

- BGS SCRAMBLE INTO ACTION

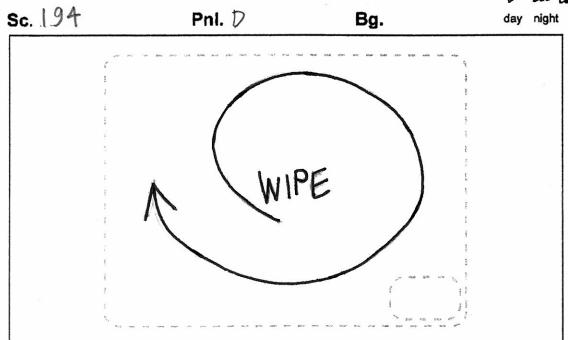
Timing:

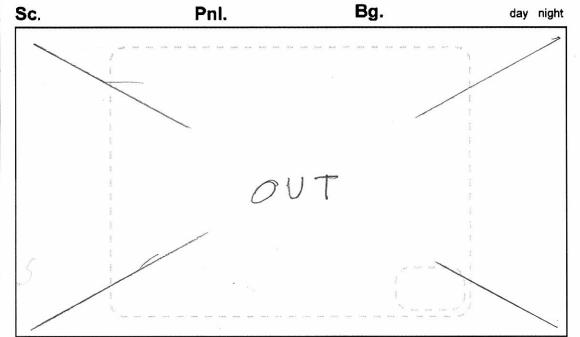


_{age} 343

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014-15





Dialog:			
Action:			
. *			
Timing:			
········ g ·			
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		4	

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Sc. 195 Pnl. A Bg.

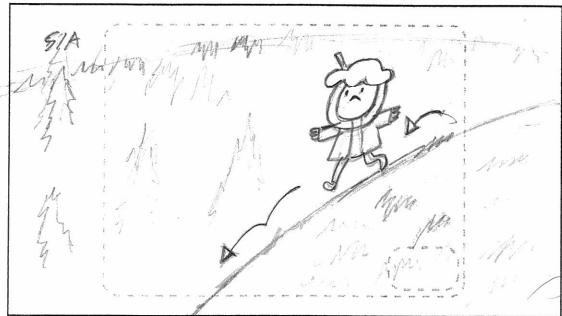
Sc. 195

Pnl. B

Bg.

5

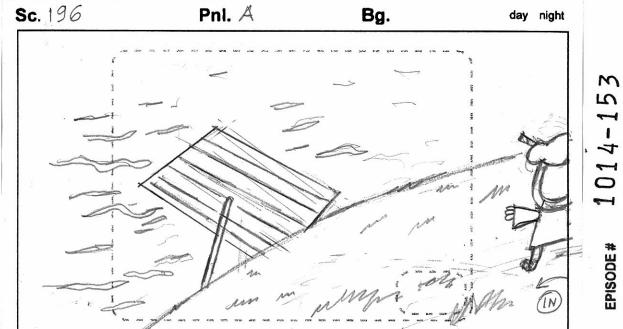
EPISODE#



Dialog:			
Action:	-RBG RUNS ON/S	-RBG RUNS DOWN HILL	¥
Timing:			100.4



Sc. 195 Pnl. C Bg.



Dialog:			
Action:		- RBG RUNS IN	
	3		
Timing:	2		

Production:

EPISODE#

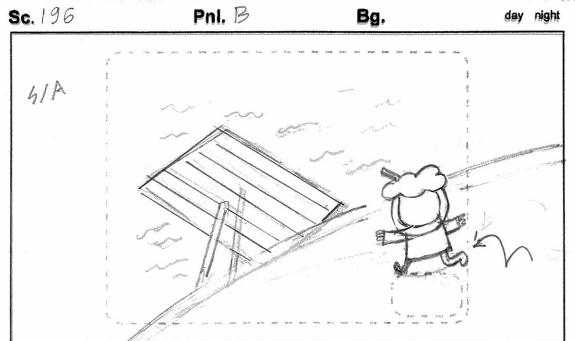


M

S

01

EPISODE#



Pnl. C Sc. 196 Bg. day night 4/A

Dialog: Action: - RBG BOUNCES DOWN HILL Timing:



347

M

5

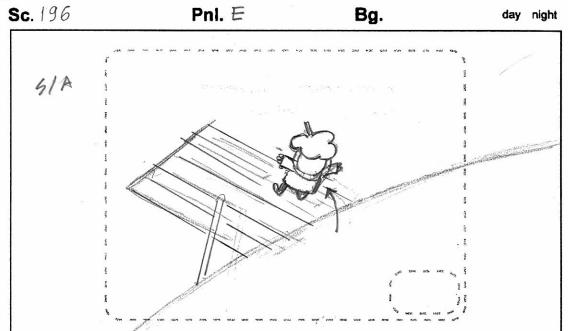
EPISODE#

Sc. 196

Pnl. D

Bg.

day night



	, ×					
Action:			-	,	 ·	
Timing:		Angerman and a process of the Conference of the				

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Dialog:



M

4

7 ~ 0

EPISODE #

Sc. 196 Pnl. F Bg. 9/A

Sc. 197 Pnl. A Bg. day night 5

Dialog:

SFX: THUMP!

BG5: WEE0000! WEE-000! [SIREN]

Action:

-RBG JUMPS ONTO RAFT

Timing:



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53

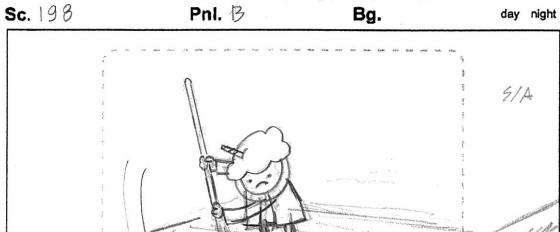
01

EPISODE#

Sc. 198

Pnl. A

Bg. day night



-	_
Dia	log:
Uld	ıug.

Action:

RBG: [STRAINING]

Timing:



age 350

Sc. 198

Pnl. C

Bg.

day night

Sc. 199

9 Pnl. A

Bg.

day nigh

Dialog:

Action:

- BG MOVES A BIT, SLOW

Timing:

Production:

" Mil This masterial is the Benness of



Sc. 200 Pnl. A Bg.

Sc. 201

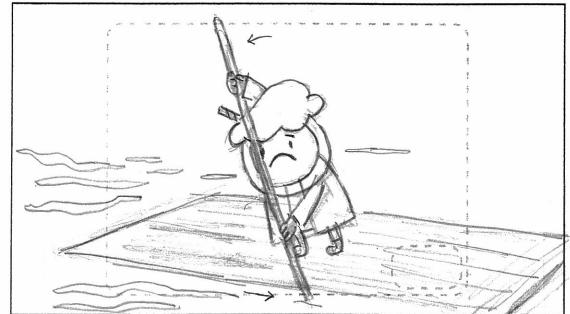
Pnl. A

Bg.

day night

M 5

EPISODE#



Dialog:

BG5: OW-00-00W-00! [SIREN SOUND]

RBG: [STRUGGLING/STRAINING]

Action:

Timing:

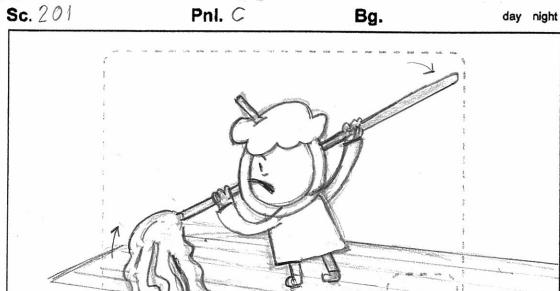


_{age} 352

53

EPISODE#

Sc. 201 Pnl. B Bg. day night



9 947.4				•
		T		
Action:				
	· 6			
Timing:	,	2		
		×		

Dialog:



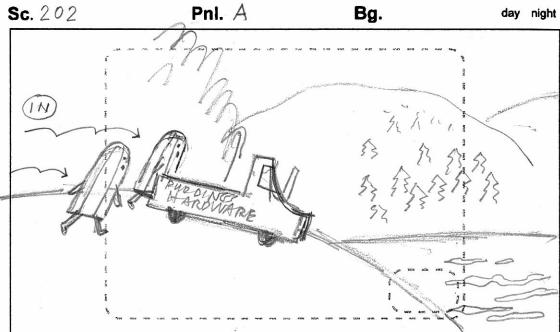
_{age} 353

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01

EPISODE#

Sc. 201 Pnl. D Bg. day night



Dialog:

RBG: AGG!

BGS: WEE -00 - WEE -00 - WEE -00

Action:

- OAR IS COVERED IN THICK BUTTERSCOTCH.

- BGS RUN TO LAKE

- POOR OF TRUCK IS STILL OPEN

Timing:



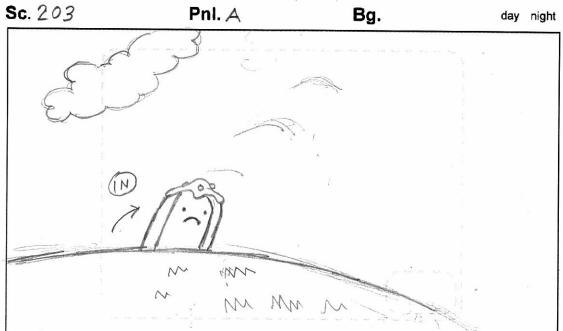
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4

EPISODE#

Sc. 202 Pnl. B Bg. day night



Dialog: BGS: OW-000-000-000 (SIREN WINDING DOWN)

Action:

- BG RUNS IN.

Timing:



Sc. 203 Pnl. B Bg.

Sc. 203

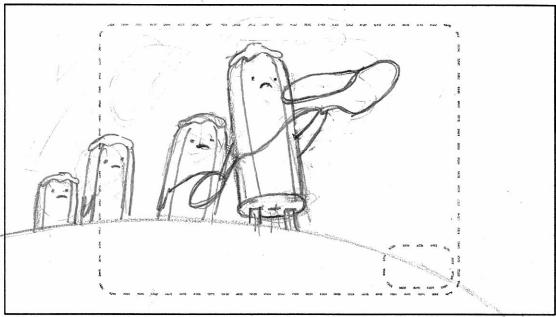
Pnl. C

Bg.

day night

3 5

EPISODE#



Dialog:

BG# USE THE LICORICE LAGE LASSO!

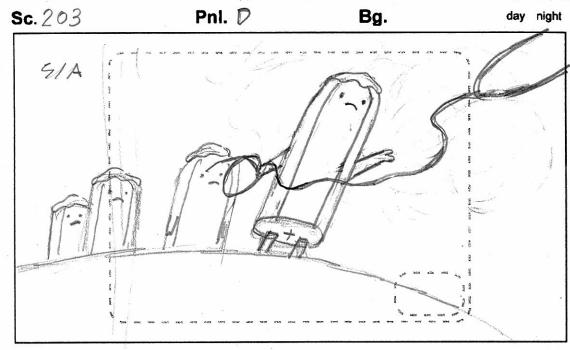
Action:

-BGTHROWS LASSO

Timing:



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Sc. 204 Pnl. A Bg. day night

Dialog:		•		
Action:		\$P	- Company of the Comp	
Timing:				

The Contract of the Section of the S

Production:

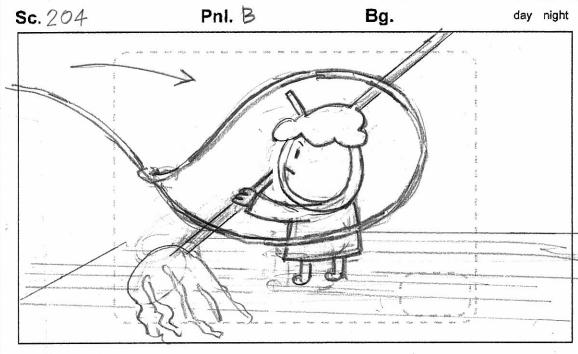
EPISODE#

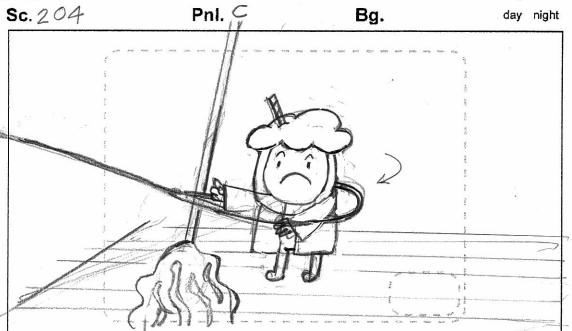


_{age} 357

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EPISODE#





Dialog:	
Action:	·
Timing:	

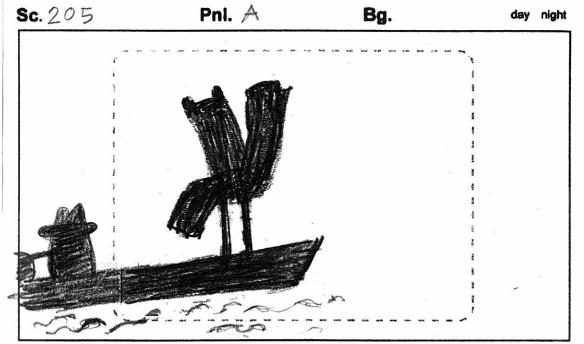


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014

Sc. 204 Pnl. D Bg. day night



Dialog:

RBG: WHOA.

Action:

- LASSO TIGHTENS AROUND RISG AND PULLS HIM OFFIS

Timing:



Page 359

Sc. 205

Pnl. B

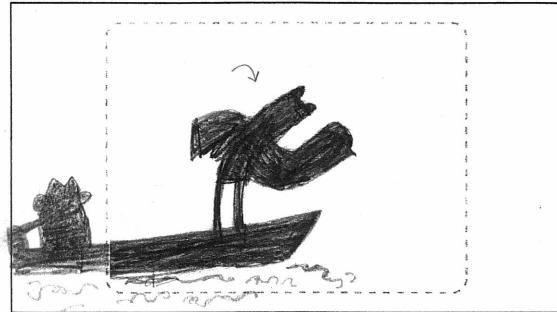
Bg.

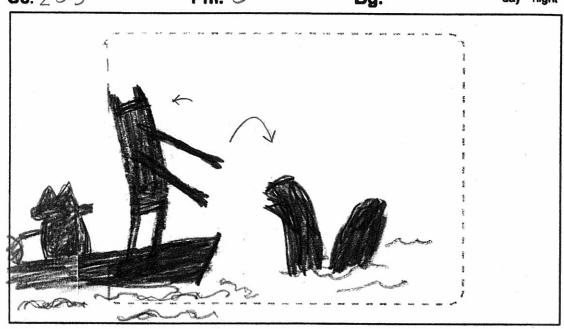
Sc.205

Pnl. C

M 5

EPISODE#





Dialog:

SFX & SPLURK!

Action:

- FINN ANTICS. TO TOSS PB

- FINN THROWS PB, IN CARPET, INTO LAKE.

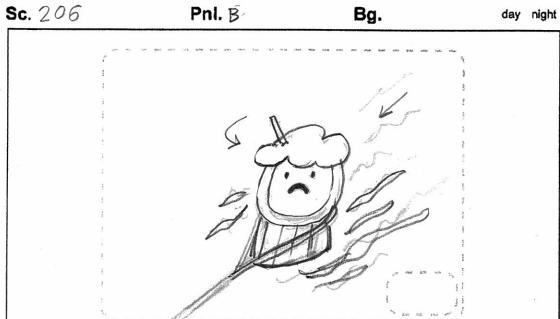
Timing:



360

53

Sc. 206 Pnl. A Bg. day night



Dialog:

RBG: OHMY WORD!

Action:

- RBG SEES PB BEING PULLED THROUGH BUTTERSCOTCH.

Timing:

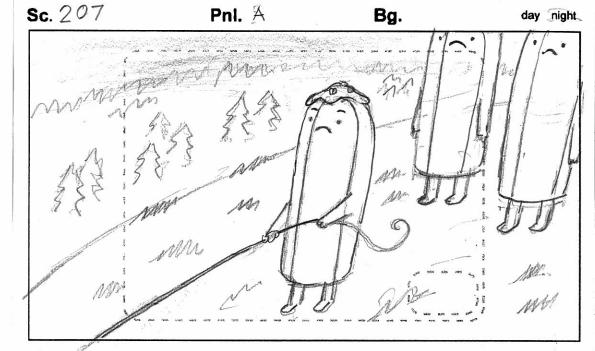


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101

Sc. 206 Pnl. C Bg. day night



D	ia	0	g	•

RBG: GET THOSE GUYS! THEY'RE MY ACCOMPLICES!

Action:

Timing:

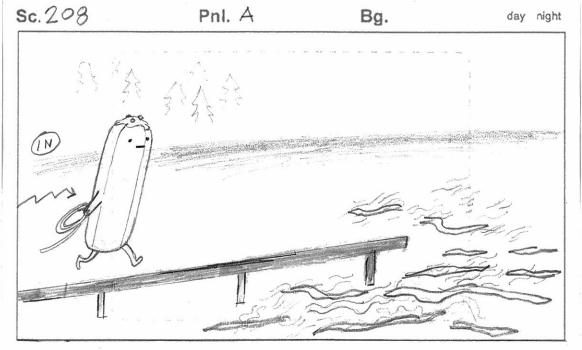


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EPISODE#

Sc. 207 Pnl. B Bg. day night



Dialog:

BG#2 OH ... OKAY ...

Action:

-BGS TURN RIGHT.

BG #1 RUNS ON/S.

Timing:

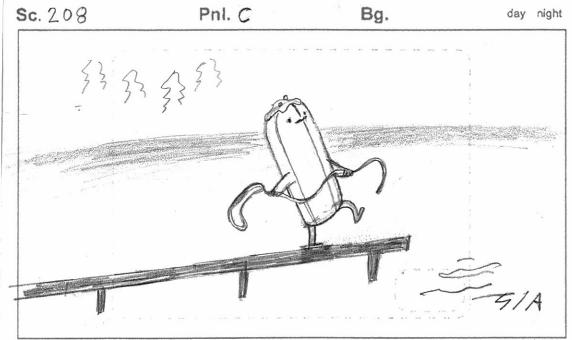


age 363

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EPISODE#

Sc. 208 Pnl. B Bg. day night



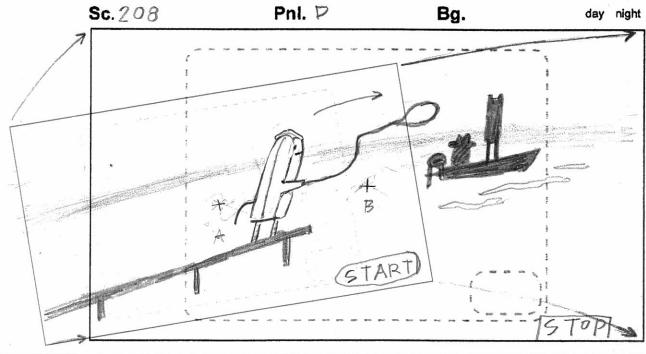
Dialog:	BG#1	I'VE	GOT	17

Action:

Timing:



Page 364



day night

Dialog:

Action:

-BG THROWS LASSO TO BOAT.

-TRUCK OUT / TWIST W/ ACTION

Timing:

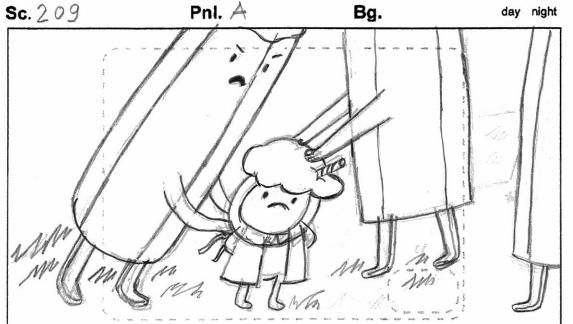


Page 365

3

EPISODE#

Sc. 208 Pnl. E Bg. day night



Dialog:

BG#Z BUSTED, YOU BOAT CRIMER!

Action:

- LASSO CATCHES ON OUTBOARD MOTOR.

-BG TIES LICORICE ROPE HANDCUFFS ON RBG.



-AD-LIB TYING ROPE

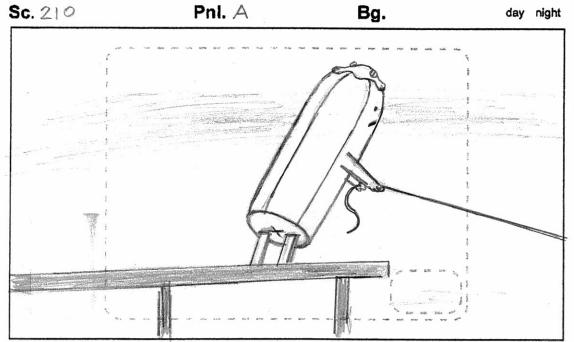
Timing:



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5

EPISODE#



Sc. 20 Pnl. B Bg. day night

Dia	log:

BG#1: (PULLING)

Action:

BG#1 PULLS BACK ON LICORICE.

Timing:



Sc. 211 Pnl. A Bg.

Sc. 211

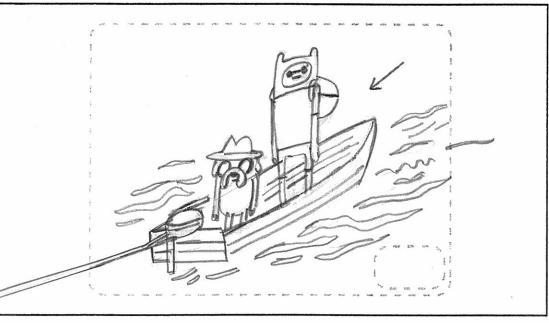
Pnl. B

Bg.

day night

M 2

EPISODE#



Dialog:

BG (0.5.): IT'S ... IT'S ...

Action:

-F+J ARE PULLED IN.

- F+J BECOME MORE VISIBLE AS THEY ARE PULLED CLOSER TO THE DOCK.

Timing:

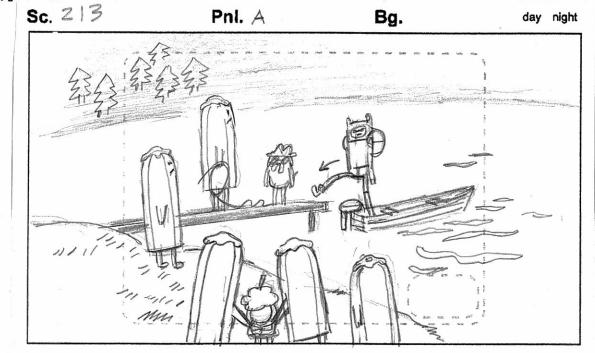


age 368

53

EPISODE#

Sc. 212 Pnl. A Bg. day



Dialog: BG#1 ... FINN AND JAKE ??

Action:

- FINN STEPS ONTO DOCK.

Timing:

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Page 369

Sc. 2/3

Pnl. B

Bg.

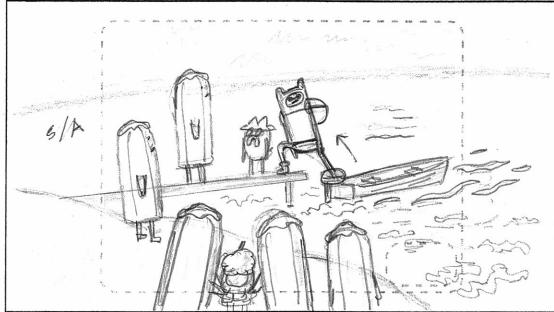
Pnl. A

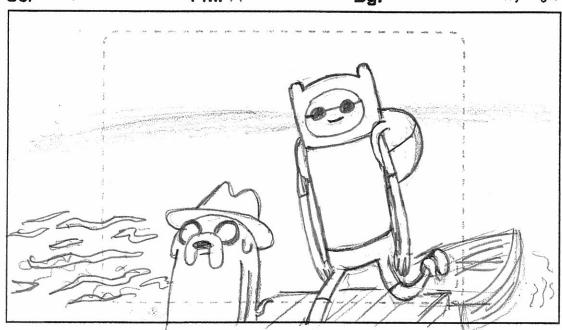
Bg.

day night

M 5

0





Dialog:

FINN: WELL, GUYS ...

Action:

-F STEPS OFF BOAT.

Timing:



Page 370

Sc. 2/4 Pnl. B Bg. day night

Sc. 214

Pnl. G

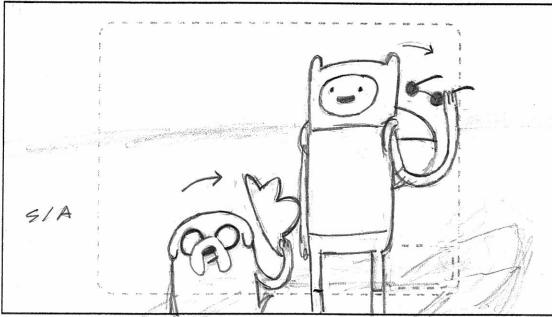
Bg.

day night

53

01

EPISODE#



Dialog:

FINNS .,, IT LOOKS LIKE ...

FINN: ... YOU CAUGHT US!

Action:

- J PULLS OFF HAT - F PULLS OFF GLASSES!

Timing:



9/A

Page 371

day night

53

014

Sc. 214 Pnl. D Bg. day night

Sc. 2 14 Pnl. E Bg.

FINN: OKAY, PEEBS, YOU CAN

Action:

Dialog:

- FINN PULLS OUT WALKIE-TALKIE

Timing:

Dii This material is the Property of The Cartoon Network, Inc. It is unpublished and must a



Sc. 215

Pnl. A

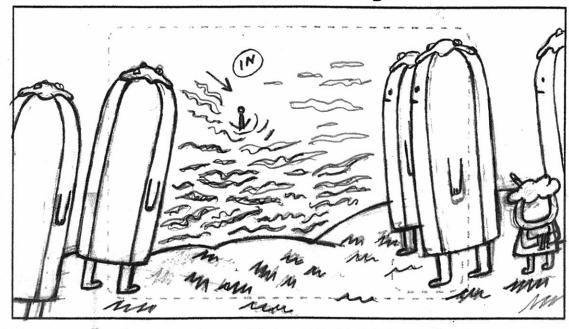
Bg.

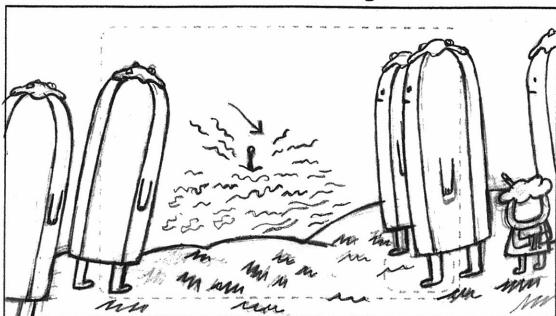
Sc. 215

Pnl. B

Bg.

day night





Dialog:

SFX: [STICKY BUTTERSCOTCH SOUNDS]

Action:

- THE TOP OF PB'S CROWN BECOMES VISIBLE IN THE LAKE,

Timing:

Production:

1014 - 1



Page 373

Sc. 215

Pnl. C

Bg.

day nigi

Sc. 215

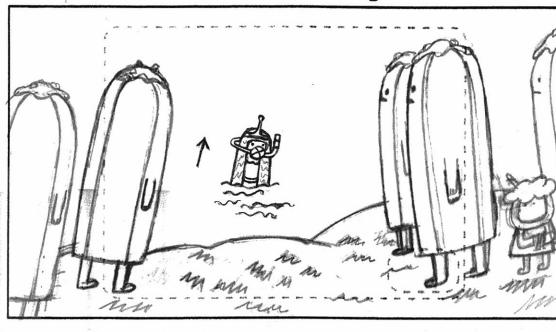
Pnl. P

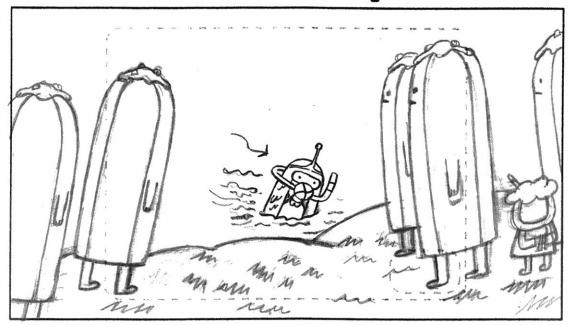
Bg.

day night

M

EPISODE#





Dialog:

SFX: BLOOP!

SFX = [BREATHING IN FACE MASK SOUNDS.]

Action:

- PB'S HEAD POPS OUT OF BUTTERSCOTCH.

Timing:

Sc. 215

Pnl. E

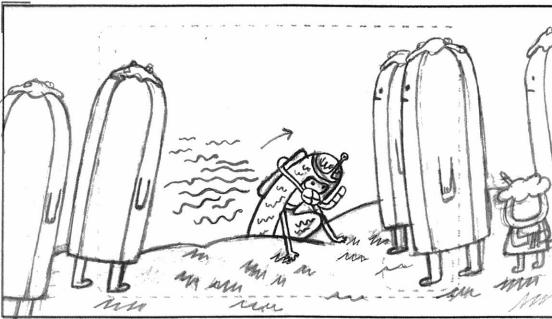
Bg.

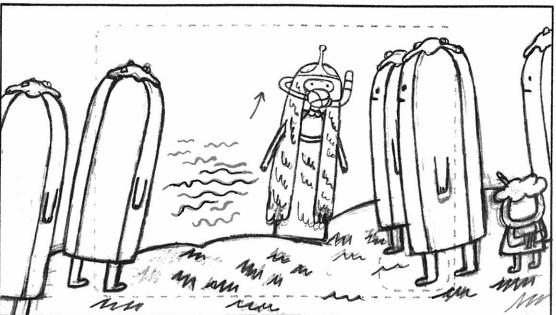
Pnl. F

Bg.

day night

5





Dialog:

SFX: [PB BREATHING]

SFX: [PB BREATHING]

Action:

-PB CLIMBS OUT OF LAKE.

TPB IS COVERED WITH BUTTERSCOTCH.]

Timing:

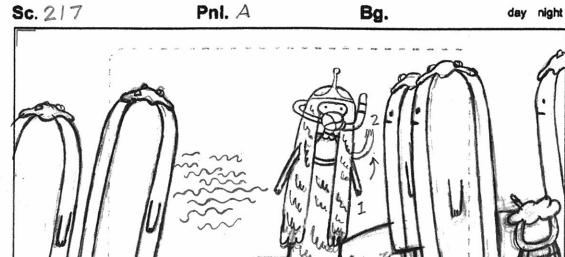


Page 375

Sc. 216

Pnl. A

Bg. day night



Dialog:

RBG: PRINCESS!

SFX: [PB BREATHING.]

Action:

- RBG RECOGNIZES PB.

[S/A HER LAST POSE] -PB REACHES UP TO HER SNORKEL.

Timing:

Production:

" Mil This material leaken



Sc. 217

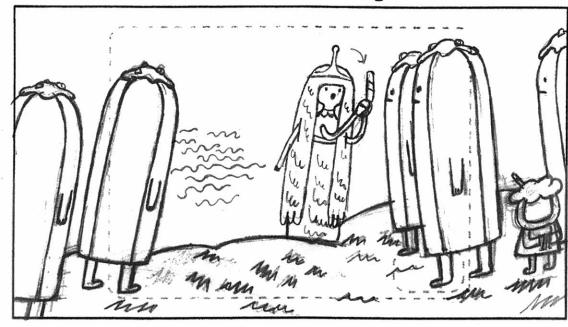
Pnl. B

Bg.

Sc. 217

Pnl. C

Bg.





Dialog:

PB: PLUH!

Action:

-PB REMOVES MOUTHPIECE

- PB PLACES MOUTHPIECE ON GROUND.

Timing:

Production:

EPISODE#



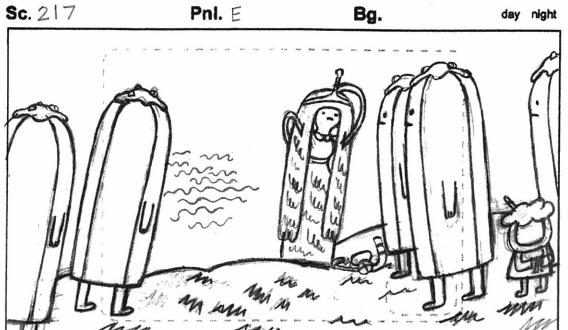
_{Page} 377

53

1014

EPISODE#

Sc. 217 Pnl. D Bg. day night



Dialog:		
Action:		
Timing:		

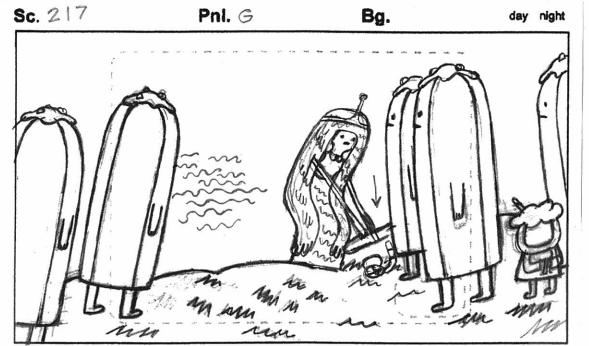
3. 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or u.

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Page 378

Sc. 217 Pnl. F Bg. day night



-	
Dia	loa:

Action:

- PB REMOVES AIR TANK.

Timing:



Page 379

Sc. 217

Pnl. H

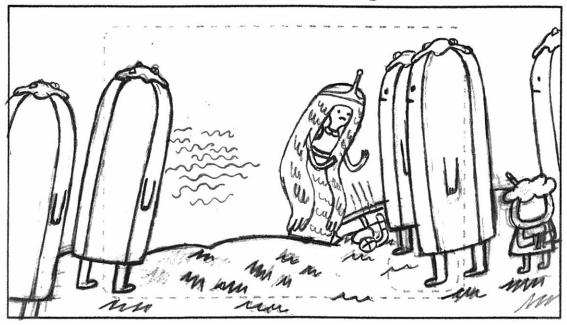
Bg.

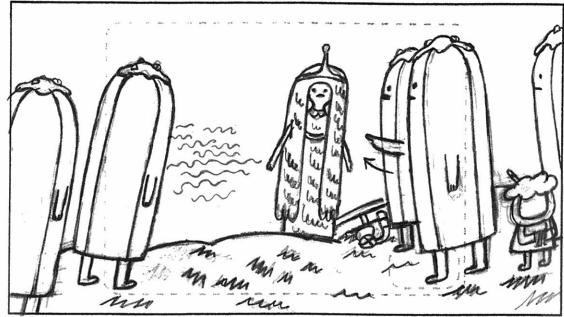
Sc. 217

Pnl. I

Bg.

day night





Dialog:

SFX: PLONG! (AIR TANK HITS GROUND.)

BG#10H, YEAH. IT IS PRINCESS.

Action:

-PB DROPS AIR TANK.

- BG NOW RECOGNIZES PB

Timing:



Page 380

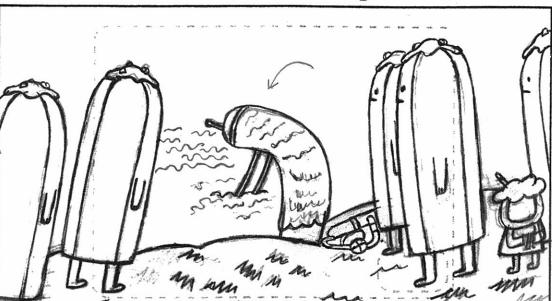
Sc. 217 Pnl. J Bg. day night

Sc. 217

Pnl. K

Bg.

day nigh



-	
Dia	log:

Action:

-PB REACHES BACK INTO LAKE.

Timing:



Page 381

Sc. 217

Pnl. L

Bg.

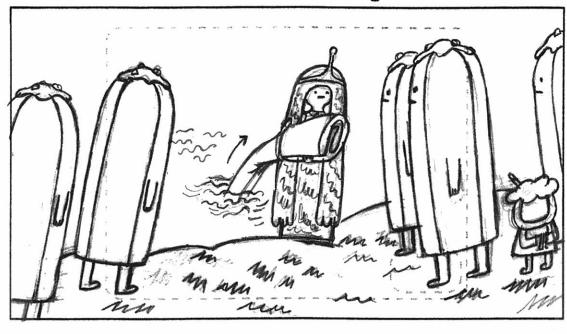
day nigh

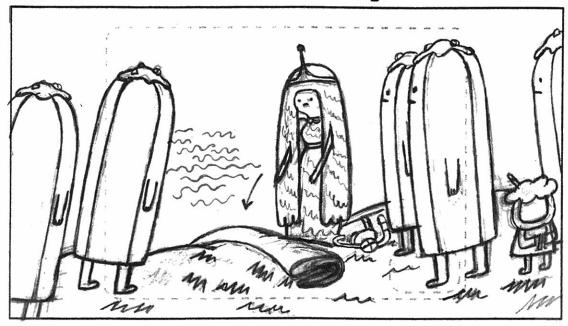
Sc. 217

Pnl. M

Bg.

day night





Dialog:

SFX: [STICKY SWISH]

SFX: FLOOMP!

Action:

- PB PULLS CARPET OUT OF LAKE.

- PB DROPS GARPET.

Timing:

Production:

1014-

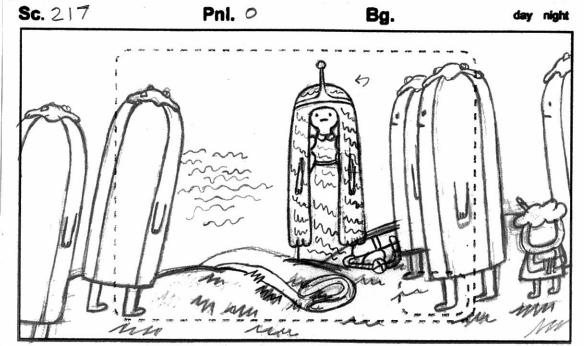
2 2011 This material state Pro-



Page 382

5

Sc. 217 Pnl. N Bg. day night



ME TO THE MERCAT

Dialog	J:	r
_		Ĩ-

PB: HHHM! (CLEARING THROAT.)

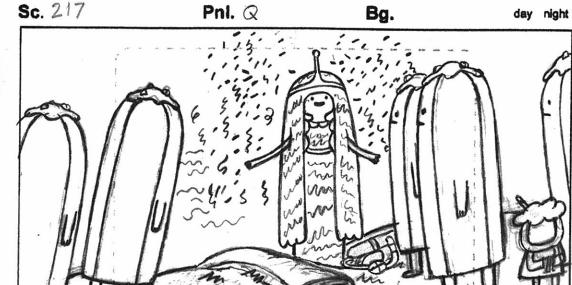
Action:

Timing:



Page 383

Sc. 217 Pnl. P Bg. day night



Dialog:

PB: CONGRATULATIONS!

Action:

- PB THROWS OUT TWO HANDFULLS OF CONFETTI.

- CONFETTI DRIFTS DOWN.

Timing:

Production:

2011 This material is the Prog



Page 384

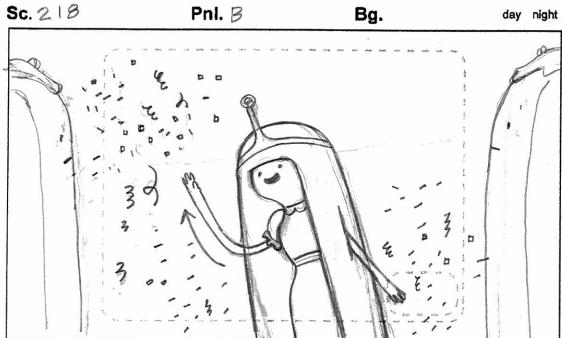
53

Sc. 218

Pnl. A

Bg.

day night



Dialog:

PB: WHEE! WHEE!

Action:

-PB TOSSES HANDFULS OF CONFETTI.

Timing:

Production:

2 2011 This material is the Pro



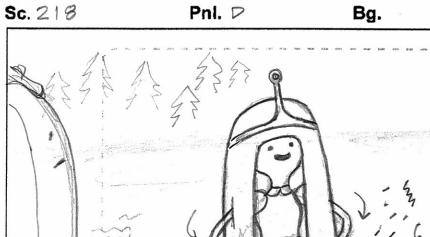
Page 385

day night

S

014

EPISODE#



Dialog:

PB: YOU WERE SO GOOD AT ...

PB: ... SOLVING THE CASE!

Action:

Timing:



Page 386

Sc. 219

Pnl. A

Bg.

Sc. 219

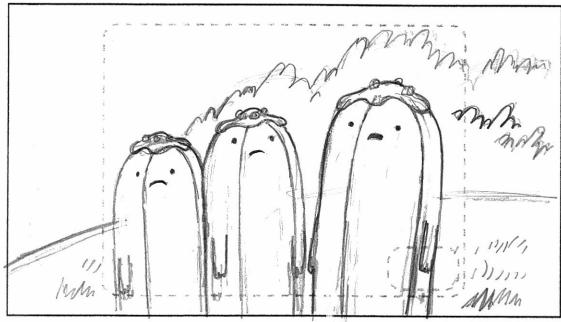
Pnl. B

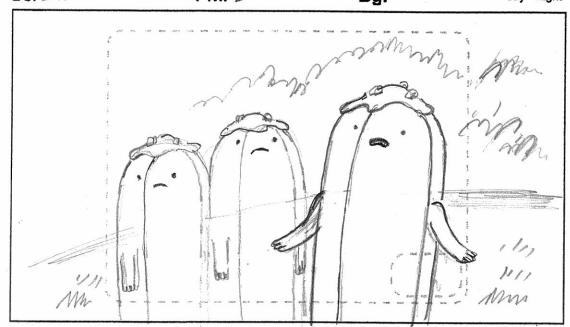
Bg.

day night

M 5

EPISODE#





Dialog:

BG#1 = UH ...

BG#1: ... WHAT CASE?

Action:

-BG SHRVGS

Timing:



387

Sc. 220

Pnl. A

Bg.

day night

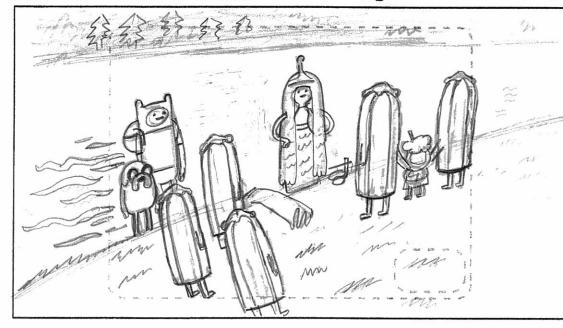
Sc. 220

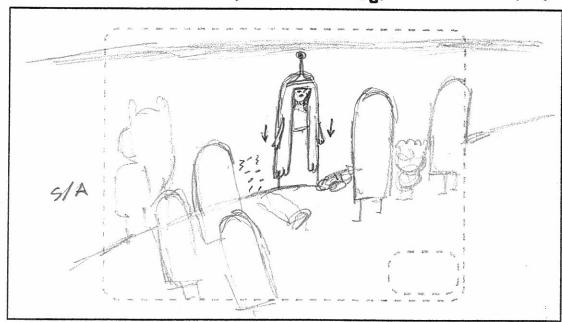
Pnl. B

Bg.

day nig

53





Dialog:

PB: THE ... CASE OF THE FAKE KIDNAPPING.

PB: OF ME, ..

Action:

Timing:



Sc. 221 Pnl. A Bg. Sc. 221

Pnl. B

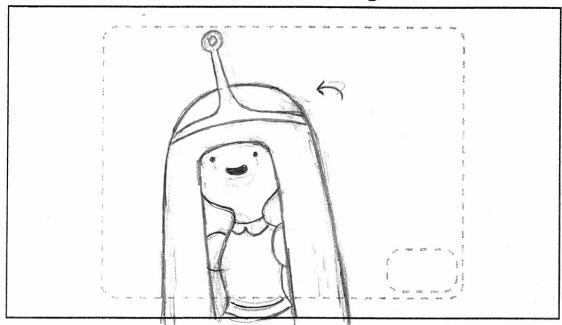
Bg.

day night

M 5

> 4 01

> > **EPISODE**#



Dialog:

PB: TO TEST THE CANDY KINGDOM'S

PB: SECURITY SYSTEM!

Action:

Timing:



Sc. 222

Pnl. A

Bg.

Sc. 223

Pnl. 🗡

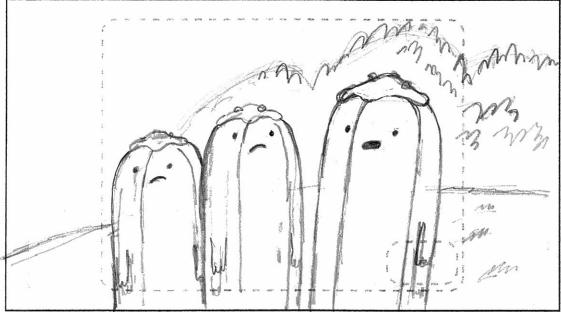
Bg.

day night

3 5

014

EPISODE#



Dialog:

BG#1: OH! ... YEAH, WE DIDN'T SOLVE THAT CASE.

PB: But --

Action:

Timing:



Page 390

Sc. 223

Pnl. B

Bg.

day night

Sc. 223

Pnl. C

Bg.

day night

M 5

014-

EPISODE #

Dialog:

PB:-- IF YOU WEREN'T FOLLOWING THE CLUES I LEFT,

PB: ,, WHO WAS ?

Action:

Timing:



Page 391

M 5

Sc. 224

Pnl. A

Bg.

day night

Sc. 225

Pnl. A Bg. day night

Dialog:

BG型 UM... THIS ROOT BEER GUY?

PB: THEN --

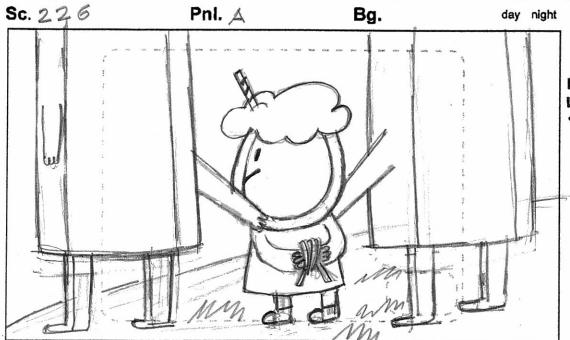
Action:

Timing:



Page 392

Sc. 225 Pnl. B Bg. day night



Dialog: PB: -- WHY THE JUMPIN JAY IS HE --

PB (O.S.): -- IN HANDCUFFS?

Action:

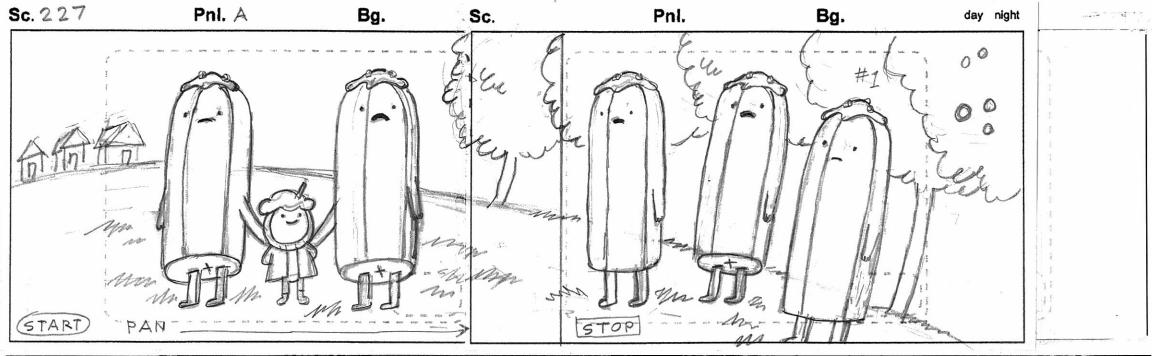
Timing:



Page 393

3

014 -



Di	al	oa	
		-3	•

BG# UH ... HE WENT BOATING ... AFTER HOURS ... BG# ... HE'S REALLY RUDE ON THE PHONE!

BG#2(0,5.): AND ... UH ...

BG# 1 YEAH, HE'S REALLY PUSHY.

Action:

Timing:

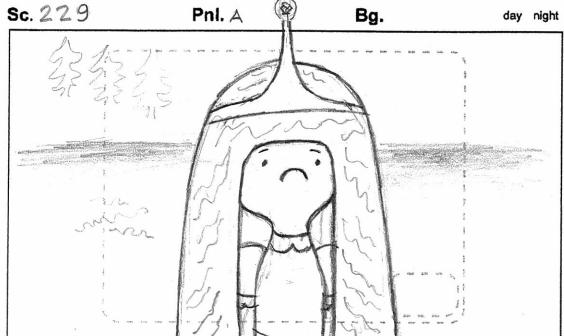


Page 394

M 5 \leftarrow

4

Sc. 228 Pnl. A Bg.



BG#F (0.5.): HE LOOKS SORTA FUNNY,

Dialog:

BG#2(0.5.): HE'S WEIRD.

I FIND HIM ANNOYING.

OTHER BGS: [RAY ROMANO : WALLA -

Action:

Timing:



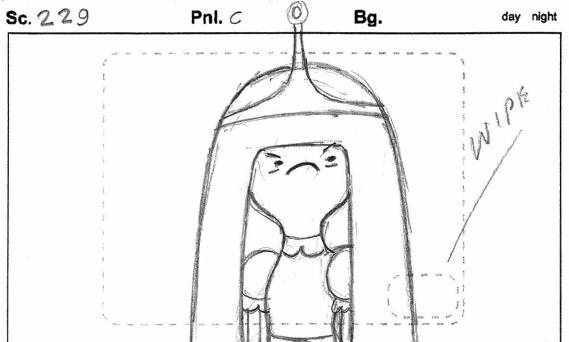
Page 395

Sc. 229

Pnl. B

Bg.

day night



Dialog: BB科2(0.5.): YEAH, I WANT TO DRINK HIS FOAMY HEAD

BG#1 (0.5.): HE LOOKS SUSPICIOUS.

I BET HE'S BAD GUY

BGS: [RAY ROMANO WALLA CONTINUES

Action: - PB GLANCES BACK AND FORTH.

[WIPE DURING COMMENTS]

Timing:

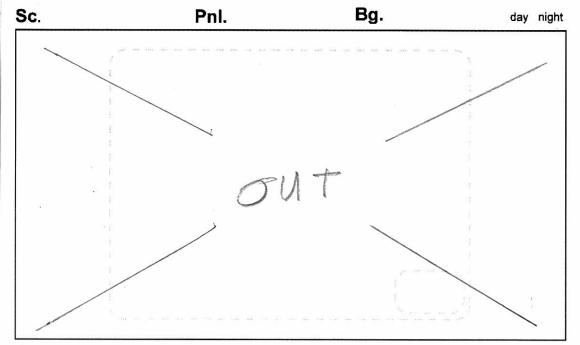
Production:

EPISODE#



Page 396

Sc. 229 Pni. D Bg. day night



Dialog:		
Action:		
	WIPEOUT!	
Timing:		

Self. This was an in the Break and The Course House to an in the his beautiful and an extended and an inches and

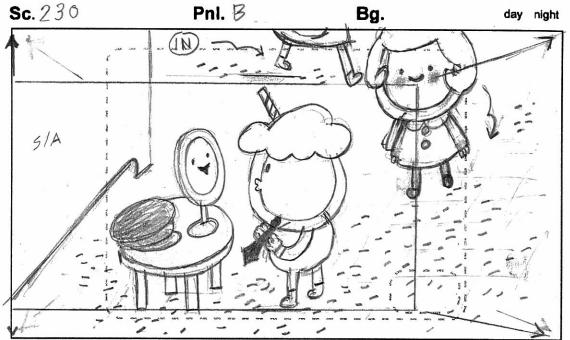
Production:

EPISODE#

M 5 ~

1014

EPISODE #



Dialog: RBG: [WHISTLING.]

Action: - RBG TIES TIE IN FRONT OF MIRROR

Timing:





- CCSG WALKS UP BEHIND RBG. (SHE HAS A)
BAG OVER
HER RIGHT
SHOULDER.)

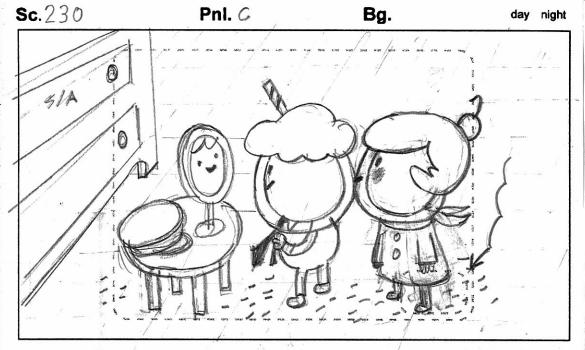
014 - 153

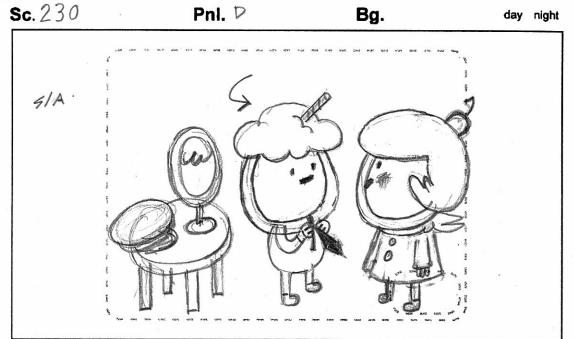
EPISODE

ADVENTURE TIME



Page 398





Dialog:

SFX: SMEK!

CCSG: THAT WAS A GREAT NIGHT, BABY.

RBG: WE HAVEN'T DANCED LIKE THAT

Action:

-CCSG STOPS BEHIND RBG AND KISSES THE BACK OF HIS HEAD.

Timing:



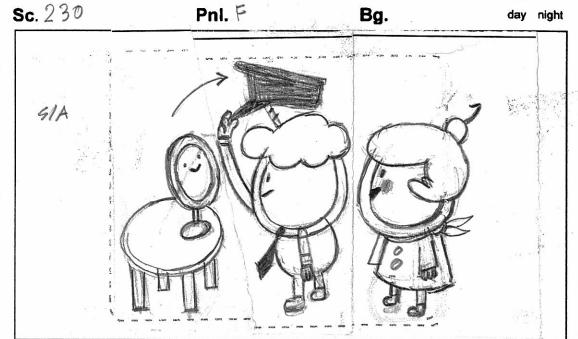
_{age} 399

53

01

EPISODE#

Sc. 230 Pnl. E Bg. day night



Dialog:

CCSG: I'M SO PROUD OF YOU.

Action:

-RBG GRABS HAT.

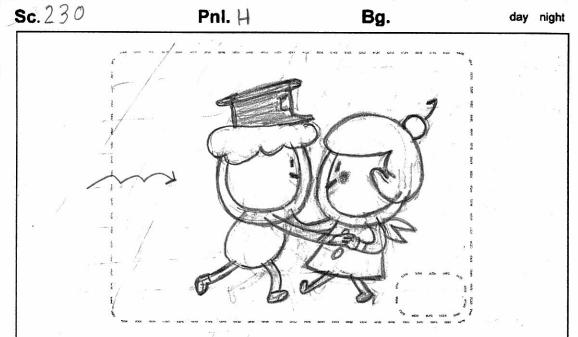
-RBG PUTS ON HAT.

Timing:



M S

Sc.230 Pnl. 6 Bg.



Dialog:

CCSG: MR. CAPTAIN OF THE BANANA GUARDS!

Action:

- RBG TURNS AROUND, WEARING HAT.

- RBG AND CCSG DANCE ACROSS ROOM.

CAMERA PAN WITH THEM.

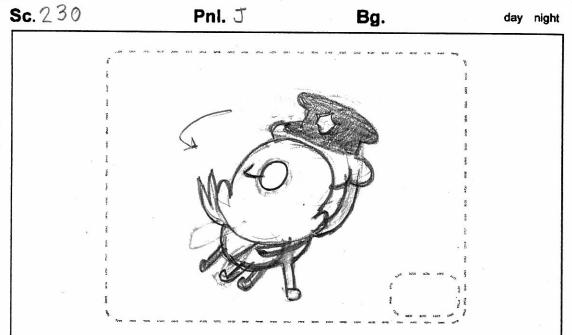
Timing:



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53

1014

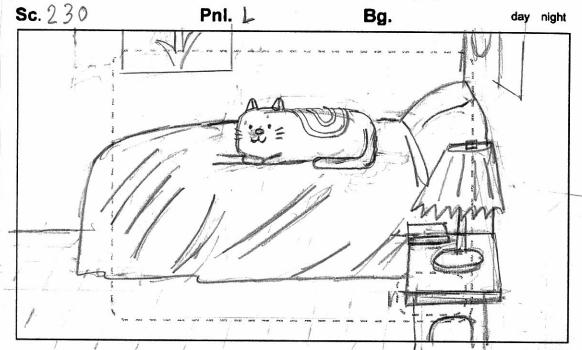


Dialog:		STOP	
a.			
Action:	-RBG SPINS CCSG.		 -
Timing:	3		

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Sc. 230 Bg. Pnl. K day night



Dialog:

CESG: OH, MY!

Action:

-RBG DIPS CCSG.

GAMERA PAN UP TO CANDY CAT.

(OLD LAMP)

HAS BEEN

REPLACED

BY NICER

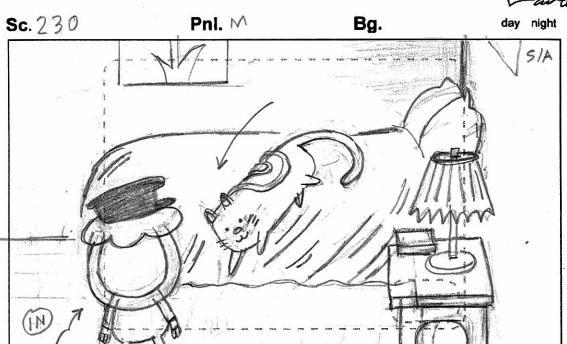
LAMP)

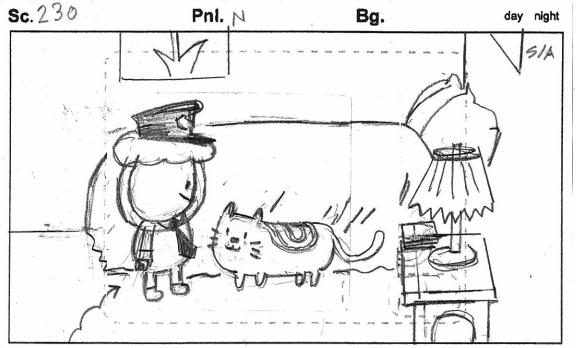
Timing:

5

S

EPISODE#





Dialog:

Action: - RBG WALKS ON/S.

-CANDY CAT HOPS OFF BED.

-RBG WALKS OVER TO CAT.

Timing:

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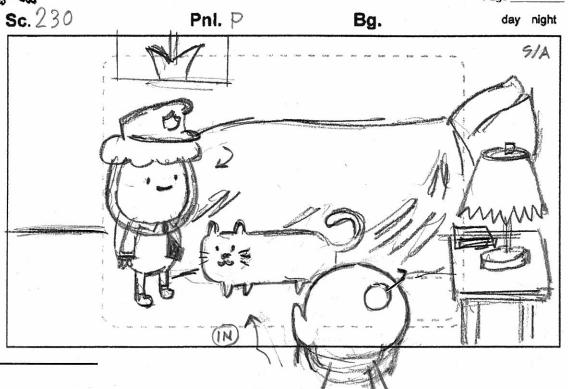


Page 404

M

EPISODE #

Sc.230 Pnl. o Bg. day night



Dialog:

Action:

-RBG PETS CAT

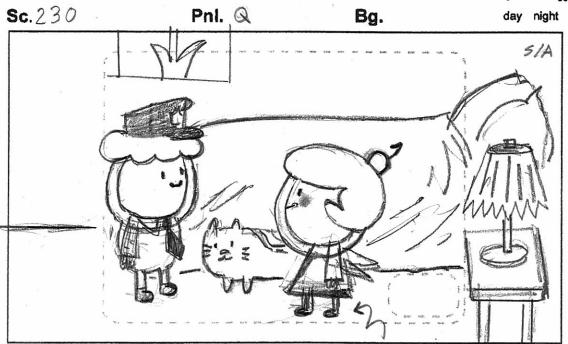
-CGSG WALKS IN.

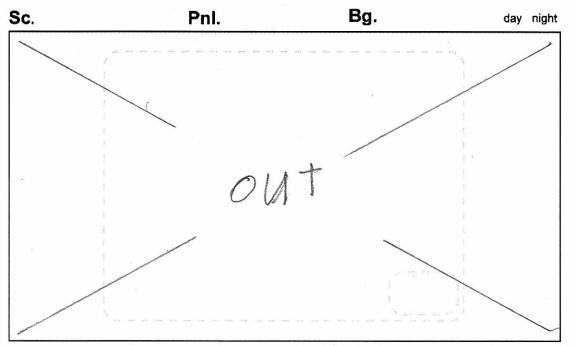
Timing:



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5





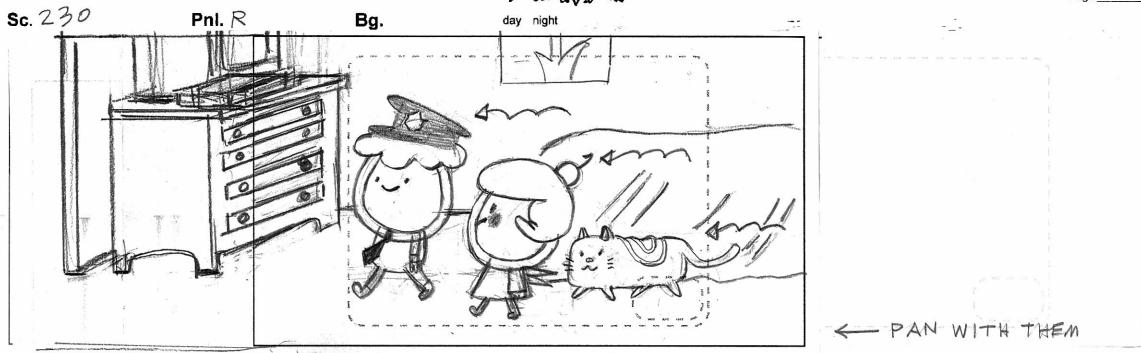
_			
	i o	An	
-	ıa	log	
			-

Action:

- CCSG WALKS OVER TO RBG AND CANDY CAT

Timing:





	the second	 THE WE NOT THE SEA	New New Filth mile and cold live after State m.	- P	MITH
The second of th	The Committee of the Co				

Dialog:

Action: -RBG, CCSG, CANDY CAT WALK LEFT.

Timing:



Page 406A

5

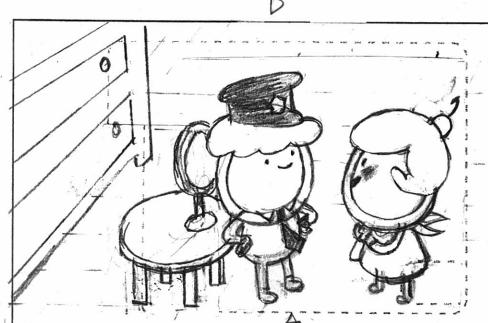
Sc. 230

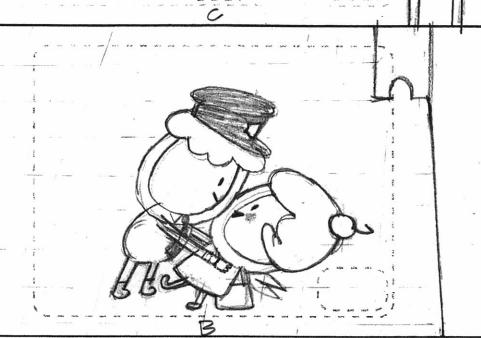
LAYOUT

Pnl. LAYOUT Bg.

day night



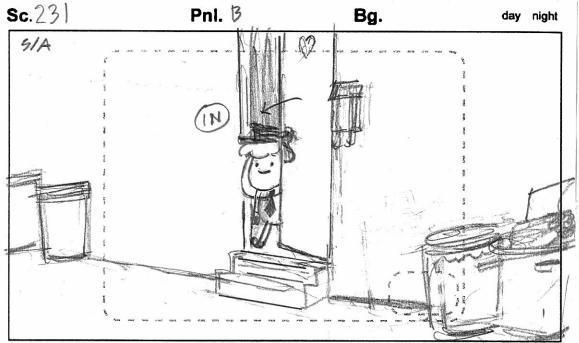






Page 407

Sc.231 Pnl. A Bg. day night



Dialog:

Action: - FRONT DOOR, MORNING.

- RBG OPENS DOOR.

Timing:

Production:

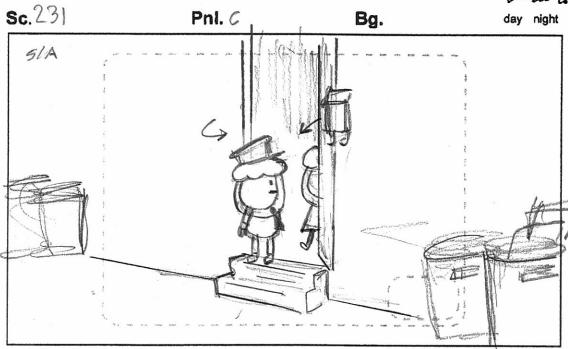
2011 This material is the Pro

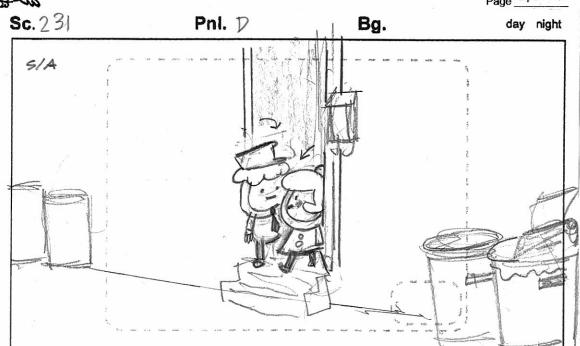


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01





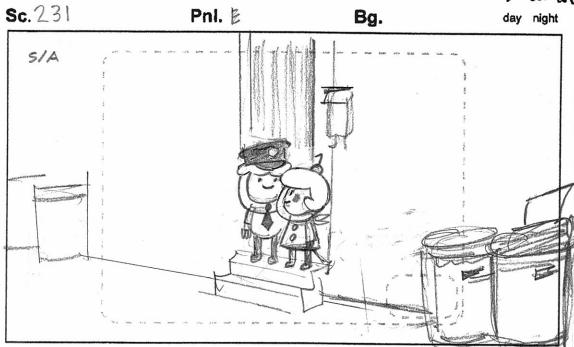
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Dialog	•
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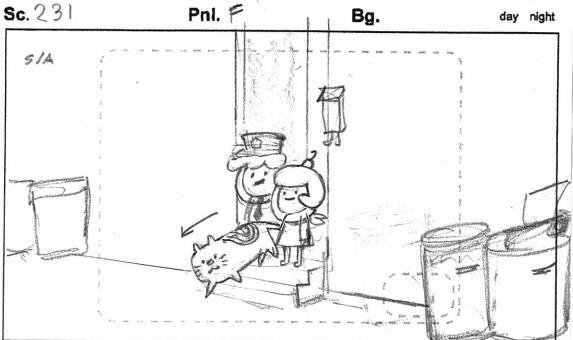
Action: - RBG TURNS AS CCSG WALKS OUT.

Timing:



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D	ial	og	
_	1141	~9	٠

Action:

- RBG AND CCSG STAND ON TOP STEP.

- CANDY CAT SLIPS OUT.

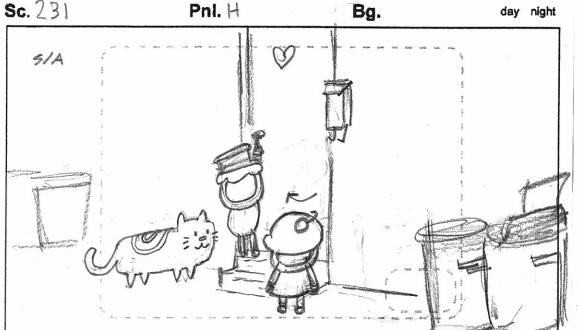
Timing:

Production:

01



Sc. 231 Pnl. G Bg. 5/A



-RBG CLOSES DOOR.

Dialog:

Action:

- CANDY CAT DESCENDS STAIRS.

- CCSG WALKS DOWN STAIRS.

-RBG TURNS AND GRABS DOOR KNOB.

Timing:

EPISODE #



Page 411

5

01

EPISODE#

Sc. 231 Pnl. I Bg. day night Sc. 231 Pnl. J Bg. day night

Dialog:

Action:

- RBG WALKS DOWN STAIRS
- RBG AND GCSG TURN TO CANDY CAT.
- CANDY GAT SITS DOWN.

- RBG AND CCSG WALK AWAY.

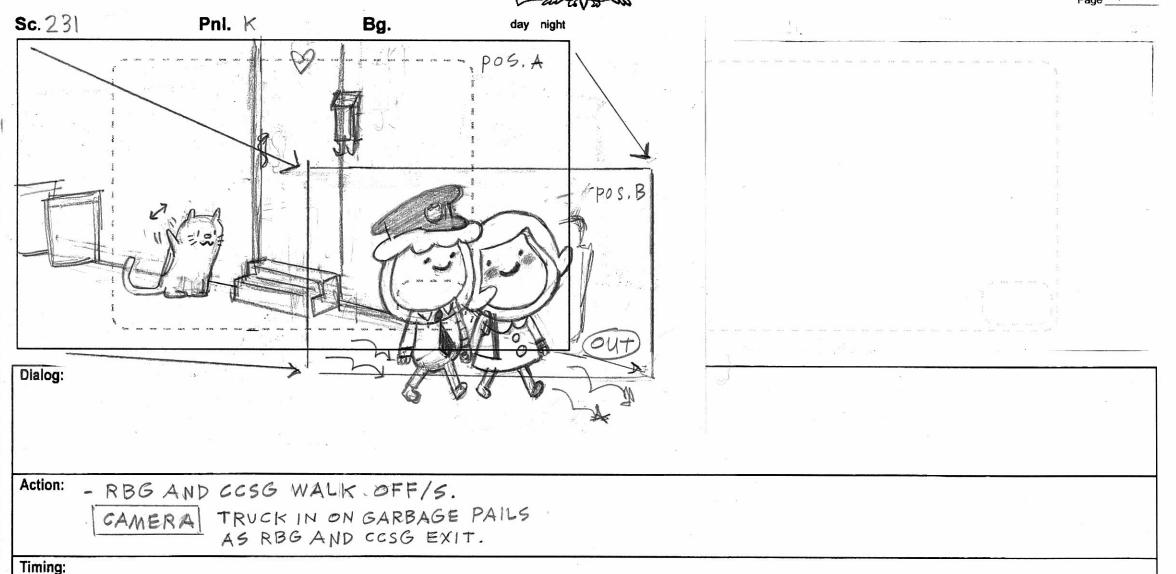
- CANDY CAT WAVES.

Timing:



Page 4 12

53

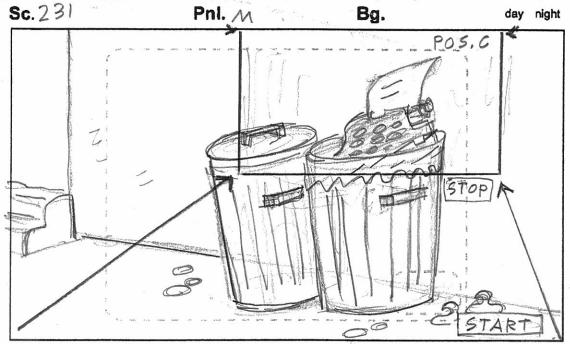




M 5

EPISODE#

Sc. 231 Bg. Pnl. L Pos. B



D	ia	log	:

Action:

CAMERA ON GARBAGE PAILS

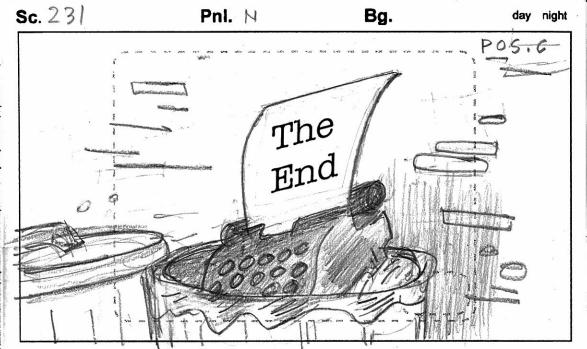
CAMERA

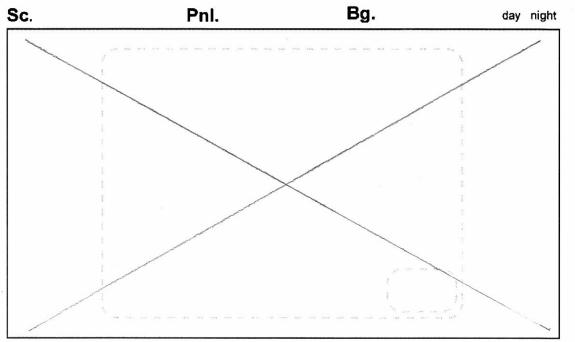
TRUCK IN ON TYPEWRITER IN GARBAGE PAIL.

Timing:



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Dialog:			
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Action:			
Timing:			· · · · · · · · · · · · · · · · · · ·
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Production:

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